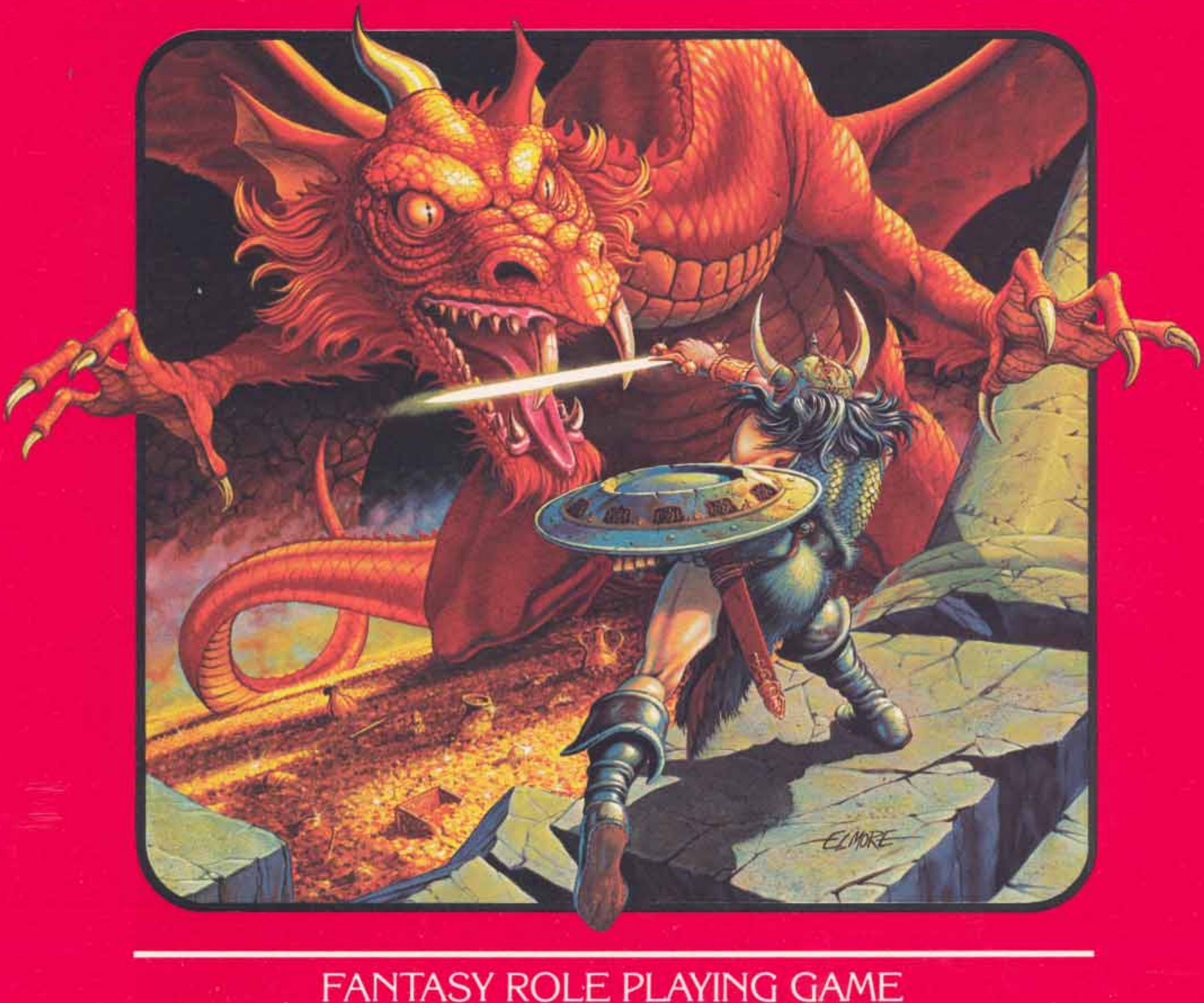
READ THIS BOOK FIRST!

DUNGEONS & DRAGONS®

PLAYERS MANUAL



FANTASY ROLE PLAYING GAME

TSR Hobbies, Inc.

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Preface

This is a game that is fun. It helps you imagine.

"As you whirl around, your sword ready, the huge, red, fire-breathing dragon swoops toward you with a ROAR!"

See? Your imagination woke up already. Now imagine: This game may be more fun than any other game you have ever played!

The DUNGEONS & DRAGONS® game is a way for us to imagine together — like watching the same movie, or reading the same book. But *you* can write the stories, without putting a word on paper — just by playing the D&D® game.

You, along with your friends, will create a great fantasy story, you will put it away after each game, and go back to school or work, but — like a book — the adventure will wait. It's better than a book, though; it will keep going as long as you like.

It is nearly the most popular game ever made. And you will see why, in just a bit.

When you bought some other game or book, did you ever think, "Gee, that's nice, but it's not quite what I thought it would be"? Well, your D&D adventures will be just what you want, because you're the one making them up!

And it's not hard. It takes a little reading and a little thinking, but most of all, it's fun.

It's fun when you discover that nobody loses, and everybody wins!

It's fun when you get good at the game . . . for example, knowing what to expect in a kobold cave, and which dragons are on your side.

And you don't have to put in a coin each time, like many other games. Once you have these rules, you don't need anything else.

There's more, of course, if you want it: exciting adventures to play, miniature figures of monsters and characters, expert rules for more experienced players, and lots more. But you already have everything you need to start: this package, and your imagination. That will do it.

Ah, yes; it does cost one more thing, which you also have right now — a bit of time. It takes a few minutes to learn the basic rules, and another hour or two to play a full game. You will probably want to spend more time, and might even make it a hobby; millions of people have.

But for now, just sit back and imagine.

"Your character stands atop a grassy hill . . . the sun glints off your golden hair, rippling in the warm breeze . . . you absent-mindedly rub the gem-studded hilt of your magic sword, and glance over at the dwarf and elf, bickering as usual about how to load the horses . . . the magic-user has memorized her spells, and says she's ready to go . . . a dangerous dungeon entrance gapes at you from the mountain nearby, and inside, a fearsome dragon awaits. Time to get moving . . .

Have Fun!

Frank Mentzer
February, 1983

How to use this book

You can learn how to play the DUNGEONS & DRAGONS® game by yourself, simply by reading the next sections of this booklet. You don't have to memorize everything as you read; the first two adventures are designed to teach you while you play. If you are ready to learn, begin reading at **Start here**.

The game is usually played in groups of 3 or more people. If you want to learn with others, it's best if one person already knows how to play, and can teach the others. If not, you (or one of the others) may read the first adventure aloud, while everyone follows along, to learn the basics of the game. However, it's better if each person can read the adventures separately.

When you all know how to play characters, read the sections "**DUNGEONS & DRAGONS Characters**" and "**Playing with a Group**". One person must also learn how to be a Dungeon Master (or DM) — the person who plays the roles of the Monsters. The other booklet in this set is the **DUNGEON MASTERS RULEBOOK**, and explains everything the DM needs to know.

This set gives all the details for playing a DUNGEONS & DRAGONS game. With these rules, your characters can reach the 3rd level of experience. (These and other terms are explained later in this booklet.) Other sets are available, with more magic items and spells, monsters, and rules for bigger and better games.

Set #2 is the **D&D® EXPERT Rules**, for character levels 4th through 14th. The **D&D® COMPANION Rules** is Set #3, for characters levels 15th through 25th; and the **D&D® MASTERS Set** gives the remaining details for character levels 26th through 36th.

Everything in these sets fits together to form a complete system for playing D&D fantasy role playing games. You may use all or part of these rules. They often include several ways of playing and running the game. You may create new rules, monsters, and magic, using these rules as guidelines.

Acknowledgements

The following individuals have made this work possible through its years of evolution: Dave Arneson, Brian Blume, Dave Cook, Anne C. Gray, Ernie Gygax, E. Gary Gygax, Allen Hammack, Kevin Hendryx, John Eric Holmes, Harold Johnson, Tim Kask, Jeff Key, Rob Kuntz, Alan Lucien, Steve Marsh, Tom Moldvay, Mike Mornard, Jon Pickens, Brian Pitzer, Michael Price, Patrick L. Price, Paul Reiche, Evan Robinson, Gordon Schick, Lawrence Schick, Don Snow, Edward G. Sollers, Garry Spiegle, Stephen D. Sullivan, Ralph Wagner, Jim Ward, Jean Wells, and Bill Wilkerson.

Thanks also to Donald Paterson, for opening my own door to the D&D world, and special thanks to Harold Johnson, who escorted me in.

DUNGEONS & DRAGONS® Players Manual

by Gary Gygax and Dave Arneson

Revised by Frank Mentzer
Illustrations by Larry Elmore
and Jeff Easley

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Dedication

This game has undergone a startling metamorphosis from its earliest forms, written for hobbyists, to the current revision, usable and understandable by nearly anyone. The original flavor and intent has been carefully preserved. With the greatest admiration, respect, and thanks, this edition is dedicated to the president and founder of TSR Hobbies: E. GARY GYGAX.

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Learning how to play DUNGEONS & DRAGONS® games

Start here

A **dungeon** is a group of rooms and corridors in which monsters and treasures can be found. And *you* will find them, as you play the role of a character in a fantasy world. There are many kinds of monsters, but dragons are the biggest and most dangerous — and have the most treasure.

You can start playing this game right now — without learning any rules, and without anyone else to play with! Just start reading, and you will discover the basics of the game in a matter of minutes.

During your first adventure, you will only need one of the dice in the box. The others will be used later, for now all you need is the roundish one with the numbers 1 to 20 on it. Use the crayon to fill in the numbers, and rub off extra wax with a tissue so only the numbers are colored in.

After you do that, get a pencil and paper — and you're ready to start!

Read this booklet just like any book. *Don't* skip around! This edition has been completely revised to introduce the game to you, step by step. While you are reading the next sections, you will learn many things about the game. You do *not* have to memorize everything as you go along.

By the time you have played the **Solo Adventure** (pages 13-22), you will know how to play the basic game. The rest of this booklet gives other details that you will need when playing the game with others.

In group games, one person is the Dungeon Master, and everyone else is a player. The Dungeon Master (or DM, for short) runs the game, while the others play the roles of characters. The other booklet in this set, **DUNGEON MASTERS RULEBOOK**, gives all the information needed for running group games.

What is "role playing"?

This is a role-playing game. That means that you will be like an actor, imagining that you are someone else, and pretending to be that character. You won't need a stage, though, and you won't need costumes or scripts. You only need to imagine.

This game doesn't have a board, because you won't need one. Besides, no board could have all the dungeons, dragons, monsters, and characters you will need!

For now, while you are learning, you will play a role in your imagination. Later, when you play the game with others, you will all be playing different roles and talking together as if you were the characters. It will be easy, but first you need to get ready.

What role will I play?

Imagine: it is another place, another time. The world is much like ours was, long ago, with knights and castles and no science or technology — no electricity, no modern comforts of any kind.

Imagine: dragons are real. Werewolves are real. Monsters of all kinds live in caves and ancient ruins. And magic really works!

Imagine: you are a strong hero, a famous but poor fighter. Day by day you explore the unknown, looking for monsters and treasure. The more you find, the more powerful and famous you become.

Your character's basic abilities

In the game, we need some way of describing your character, the fighter you will pretend to be. We can say the fighter is "strong, fairly nimble, not too smart" — but we need to describe the character a little better than that.

We call these descriptions **abilities** (Strength, Intelligence, and others). We measure each one with a number, called an "Ability Score." The highest score possible is 18, and the least is 3 (for reasons we'll discuss later).

You are a strong fighter; your *Strength* score is 17, nearly the highest possible!

You are "fairly nimble," which means that you can move swiftly. The name for this ability is *Dexterity*. As a fighter, you don't need a high Dexterity score. Your Dexterity is 11 (which is a little above average).

A fighter often isn't very smart. Your character isn't as smart as you are, but isn't stupid, either. Let's say your *Intelligence* is 9 (which is a little below average).

Now make a note of your Ability Scores. Anywhere in the middle of your sheet of paper, write:

17 Strength
11 Dexterity
9 Intelligence

You also need equipment for adventuring. You are carrying a backpack and other items, very similar to what you would carry when camping. Some of these items include food, water, rope, a lantern, and so forth; for now, just assume you have everything you need to survive in the wilderness.

With monsters around, you need protection! You are wearing armor made of links of chain (called chain mail) and a helmet. You own a beautiful sword, and have a dagger tucked into one boot, just in case. You know how to use all of your equipment properly.

If you like, you can give your fighter a name. It doesn't matter whether you are male or female.

All set? Let's go!

Your first adventure

Your home town is just a small place with dirt roads. You set off one morning and hike to the nearby hills. There are several caves in the hills, caves where treasures can be found, guarded by monsters. You have heard that a man named Bargle may also be found in these caves. Bargle is a sort of bandit, who has been stealing money, killing people, and terrorizing your town. If you can catch him, you can become a hero!

As you approach the entrance, you look around. It's a nice day, and everything seems peaceful. You know that things aren't usually peaceful in caves where monsters live, and it's usually dark, too. So you get out your lantern and a tinderbox (matches haven't been invented yet, so the box has flint and steel), and carefully light the wick. The flame sputters a bit, but the oil soon burns with a soft glow. With your sword ready, you step into the cave.

It's dark and musty inside. A passage leads inward from the entrance, going deeper into the hill. It looks like the only way to go, so you head in that direction, watching carefully for bats and other nasty creatures.

Suddenly, you see a goblin! He is smaller than you are, and looks like an ugly little man with gray skin. He sees you, gives a scream, waves his sword, and attacks! You dodge his blow, and raise your sword to swing.

If the goblin hadn't attacked right away, you might have tried talking to him; but now you have no choice. You must fight for your life.

How to hit

In the game, whenever you try to hit a monster there is a chance that you will miss — and, of course, a chance that you will hit. It is very hard for monsters to hit your fighter, because of your fine chain mail armor. The goblin isn't as hard to hit, because his armor is not nearly as good.

To swing at the monster, you must make a Hit Roll. Roll the twenty-sided die. If you roll an 11 or less, your character misses the goblin. If you roll a 12 or higher, you hit! (This number is part of the Combat Rules. You will learn more about it as you continue.)

If you miss, the goblin tries again, but misses. You can swing again; roll again to see if you hit.

If you hit the goblin, he screams and runs away, down the corridor and into the darkness. (Goblins can see in the dark.) You have wounded him.

If you keep missing, keep rolling! The goblin is trying to hit you, but you keep dodging the blows. Remember: if you hit the goblin, he runs away.

Damage and hit points

In the game, when any creature is *hit* (either monster or character), damage is caused. There is a way of keeping track of damage, called **hit points.**

The number of hit points is the amount of damage that a creature can take before being killed. Hit points can be any number; the more hit points a creature has, the harder it is to kill. We often use an abbreviation for hit points: it is **hp**.

Your fighter starts with 8 hp (hit points) and still has all 8, since the goblin never hit you. He may have hit your armor or shield, but never got through your protection, so these attacks are still called "misses" — they didn't actually damage your character.

Constitution: Your health

Your fighter is healthy, and can fight a long time without tiring. This ability is measured by another Ability Score, called *Constitution*. Your Constitution is 16, well above average but not perfect.

Your Constitution affects your hit points. If you have a low score, you might only have 2 or 3 hit points. On the other hand, if you had an 18 Constitution, you might have as many as 10 hp, or more!

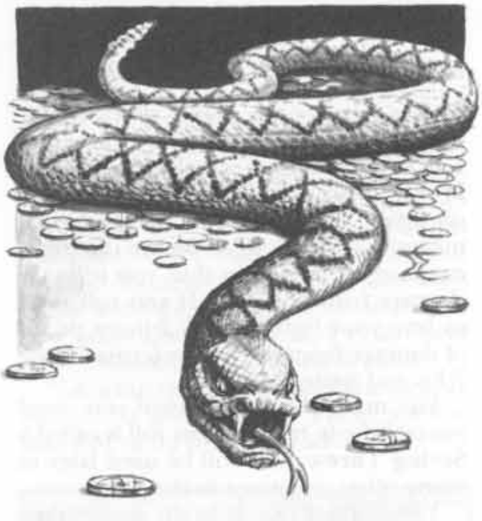
Write your new Ability Score under the others on your sheet.

16 Constitution

Near the top of the page, above the Ability Scores, make a note of your hit points:

Hit Points 8

Now back to your adventure:



You stop for a moment to be sure that you are all right, and then continue down the corridor. There are no side passages, no other way to go.

Ahead, the corridor leads into a wider area, which we will call a "chamber". You carefully approach the chamber, shining your lantern around to see if anything is there. A hiss comes from a corner of the room to your left, and there you see a *huge* rattlesnake, almost ten feet long! Near it, on the floor, are hundreds of gold and silver coins.

Talking to a snake will do no good at all, and you can't just sneak past it. Again, you must fight. For this battle, you will keep track of hit points. The snake has 3 hp. On your sheet of paper, near the bottom, write "Snake 3," leaving some room to keep track of the snake's damage.

This time, you will need to roll an 11 or higher to hit the snake. It's slower and easier to hit than the goblin was. But the snake has a better chance of hitting you than the goblin did, because it's bigger and tougher.

If you hit the snake, cross off the 3 and write a 2 next to it; you have damaged the snake. If you miss, don't do anything.

The snake then bites at you, and hits! At the top of the sheet, cross off the 8 after the words "Hit Points," and write a 7 next to it.

While playing a D&D game by yourself, you should use this method to keep track of your hit points, and the hit points of the monster you meet.

Poisoned?

This is a poisonous snake, which can be very dangerous. In the game, there is a way of finding our whether the poison hurt you or not. Roll the twenty-sided die again. If you roll a 12 or higher, that means that you dodged before the snake could inject its poison (but you still take damage from the bite). If you roll an 11 or less, your fighter takes 2 more points of damage from the poison (cross off the 7 hp and write 5).

You made this roll to see if you saved yourself from trouble; this roll is called a **Saving Throw,** and will be used later in many other situations in the game.

Your fighter swings again. Remember, if you roll an 11 or higher, you hit, and can subtract 1 hit point from the snake. If you miss, do nothing.

The snake bites your fighter again! You lose one more hit point, and must make another saving throw; remember, if you roll 12 or higher, you don't lose extra points. If you roll an 11 or less, you lose another 2 hit points from poison damage.

You can now swing again. If the snake still lives, it bites and misses. (In this battle, the snake won't hit any more; in a regular game, it might kill your fighter before you hit it at all!)

The snake will keep attacking, but it will keep missing. Your fighter may have to swing many times, but sooner or later you will kill the snake. Make all the practice rolls you need.

When the snake's hit points become zero, the snake is dead. (If your hit points ever reach zero, you're dead!)

You are hurt, but there is nothing you can do about it right now. The damage your fighter has taken can be healed by a few days' rest.

The dead snake is not dangerous, so you get to work. You pick up the many coins and put them in cloth sacks you brought with you. As you are doing this, you notice that, besides the gold, there are three types of silvery coins. Most are silver, but others are more valuable metals called electrum and platinum!

This is a rich treasure; snakes usually have none. The treasure probably belonged to someone else who tried to kill the snake — but failed.

Sometimes treasure could be hidden. Looking carefully around the room, you find a small gem, a pearl, in one corner. It may be worth 100 gold pieces itself!

After resting a bit to catch your breath, you shine the lantern around, and see another corridor leading further into the darkness. Looking back the way you came, you see the light of day shining in the cave entrance in the distance. It looks tempting, but you remind yourself that you are a courageous fighter, and shouldn't run away just because of a little fighting.

Remember, though, that you are hurt; if you continue on, beware! If you see another snake, or something else that looks as dangerous, you should probably go back. Don't get killed! Live to fight another day; the treasure will wait.

You carefully start down the corridor into the unknown, your lantern held high and sword ready.

The corridor leads to another small cave. As you approach, you hear a voice, and see a light.

You pull the shutters closed on your lantern, so you can hide better, and carefully peek around the corner. To your right, sitting by the cave wall, is a beautiful woman, wearing armor like yours. She has no sword, but has a rod with a metal ball on one end; this is a weapon called a mace. A lit lantern is on the floor next to her. She seems to be meditating or praying.

You decide she might not wish to be disturbed. But as you try to quietly tiptoe past, she looks up and says:

"Greetings, friend! Looking for the goblin? You might — Oh! You are hurt! May I help?" She watches you carefully, in case you are dangerous, but seems to want to help.

You apologize for disturbing her, but you wonder what she knows about the goblin, and — most of all — how she could help you. But wait; she might be an enemy. Keeping your sword ready, you move closer. She stands, and says:

"My name is Aleena. I'm a cleric, an adventurer like yourself. I live in the town nearby, and came here seeking monsters and treasure. Do you know about clerics?"

Stop and imagine what your character would say. Back in town, she might be one of your neighbors, you are not sure, but you don't know about clerics.

After listening to you, she says, "Well, the goblin went that-a-way," and points toward a corridor leading out of the room. "He came through here so fast I almost didn't see him. You hit him? Good for you! Goblins are nasty.

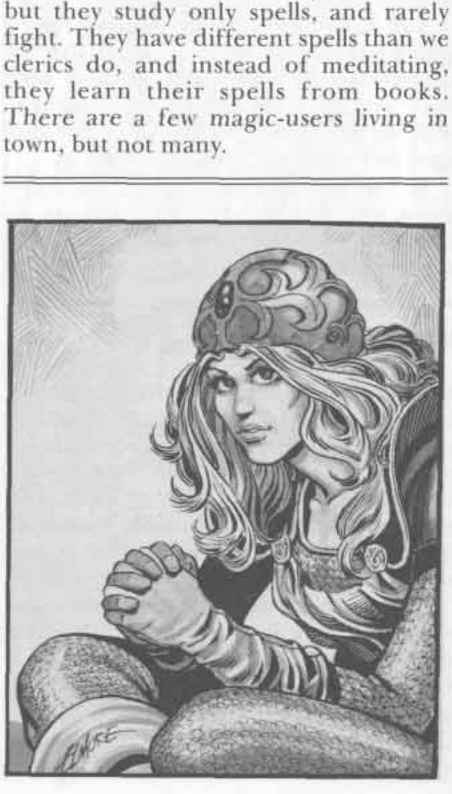
"Since you don't know about clerics, let me explain. Clerics are trained in fighting like you, but we can also cast spells. I meditate, and the knowledge of spells enters my mind. One of the spells I can cast right now is a curing spell, and you look like you need it!"

Spell casting! You've heard of it, but know nothing about it. You are still cautious, but you watch as the cleric says a few words and touches you lightly on the arm. Magically, your wounds are healed!

On your sheet, cross out your Hit Points and write down 8 — the full amount you started with.

"Feel better?" she asks. "Would you care to sit and rest a bit? I'd like to tell you a few things that you will need to know later." You sit down, happy to rest, but keeping your sword handy in case of trouble. She sits down next to her lantern.

"If you didn't know about clerics, you probably don't know about magic-users. They are adventurers, like you and me, but they study only spells, and rarely fight. They have different spells than we clerics do, and instead of meditating, they learn their spells from books. There are a few magic-users living in town, but not many.



"If you are attacked by a bad magic-user, you might be able to avoid the magic, but it's harder than avoiding poison. Spells can be helpful, but they can be very dangerous, too.

"By the way, that looked like a snake bite that I cured. That can be very bad, because most poison is deadly; you were lucky that it didn't cause more damage. Some other creatures also have special attacks, like poison. Some can paralyze, and some can even turn you to stone by just looking at you — unless you look away in time. And dragons are the worst! They can breathe fire, acid, or other deadly things. You can never avoid *all* the damage from their breaths, but you can lessen it if you cover up in time.

Your character has different Saving Throws for each of the special attack forms; these will be explained later.

Charisma: Your personality

Your fighter gets along fairly well with the cleric; she was friendly right away. This is the effect of another Ability Score: your *Charisma*. Since your fighter is a likeable person, your Charisma score is above average, 14 (remember, 18 is the best possible). If you had a low score, the cleric would have been very cautious, and might not have offered to cure you at all.

Wisdom, Your common sense

A cleric is very wise. This is another Ability Score, different from intelligence. For example, imagine that you feel wet drops on your arm. Your Intelligence would tell you that it's raining; your *Wisdom* would tell you to go indoors to avoid catching a cold.

Your fighter is *not* very wise; your Wisdom score is 8. The cleric has a Wisdom of 17, but is fairly weak, with a Strength of 9. Each type of adventurer has a different specialty; magic-users, for example, have high Intelligence, but often low Strength.

Put these two Ability Scores on your sheet:

8	Wisdom
14	Charisma

Sharing adventures

As your fighter talks with the cleric, you get to know each other a little better. She offers to come along, to help in the adventure. Although this means that the treasure should be split between you, it also means that together you can defeat more dangerous monsters, and find more treasure. And two adventurers have a better chance of success than either does alone. You decide that it would be a good idea, and together you set off down the next corridor.

Side by side, you quietly walk down the dark passageway. You see another corridor branching off to the right, about twenty feet ahead. Keeping your lanterns half-shuttered, so you can see what you are doing without attracting much attention, you move up to the corridor and peek around the corner.

Four beast-like humans in tattered clothes are standing in a group about ten feet away, down the side corridor. But they make no noise at all — quiet as the dead. They look like they are waiting for some poor victim to come along.

Before you can speak, the cleric touches your arm, and points back the way you came. The two of you back up a few feet so the creatures won't hear you.

"They're ghouls!" she whispers. "If one hits you, it could paralyze you! Ghouls are undead monsters, very nasty things; neither dead nor alive, but something horribly in between. We clerics have some power over these creatures of darkness. Follow me, and wish for luck."

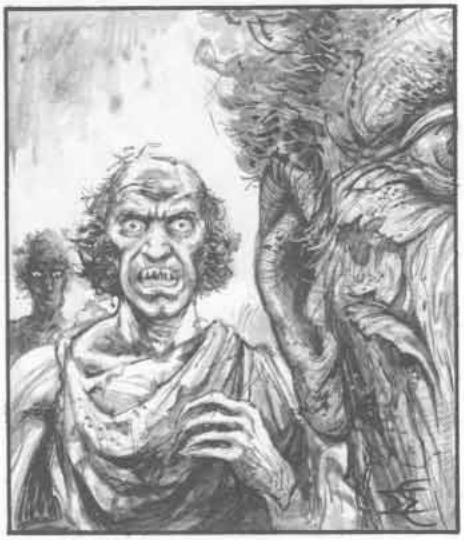
You move forward again, but with the cleric leading the way. Peeking around the corner, you see the ghouls. Luckily, they don't seem to have heard your whispers. The cleric pulls a necklace out from under her armor, and you see that there is a symbol of one of the town churches on her silver chain. She boldly steps out, holds up the symbol, and says harshly "BEGONE, vile things!"

When she steps out, the ghouls quickly turn to attack. But now, as she thrusts the symbol out, the ghouls pause; and suddenly, in a rush, they scramble away down the side corridor, into the darkness, and all in dead silence.

"Don't bother to chase them," she mutters. "As I said, they can be quite dangerous, and we should continue on our way. I was lucky to Turn them, and it might not work again."

As you continue down the corridor together, she explains. "We call this 'Turning Undead', you see. Only clerics can do it, and sometimes it doesn't work. Ghouls are only one of many kinds of undead monsters; there are also skeletons, zombies, and much worse. If you had been alone, you could easily have been ambushed, and probably slain.

"Let's hurry, because the Turning only lasts for a few minutes. There are too many of them for us to handle."



You see a door ahead, to the right. This is unusual in caves, and you approach it slowly and quietly. The corridor continues past it, into the darkness.

Together you examine the door. It is made of wood, with heavy iron bands across it; the hinges seem to be on the other side. A large keyhole is below the curved metal handle.

"I don't see anything dangerous," says the cleric, "but then, I don't know much about the traps you sometimes find on doors. It's worth a try." She tries to open it, but the door seems to be locked. "Could you try to force it open?" she asks.

You back up a bit and, with a short run, slam into the door. But try as you might, you can't break it open.

"What a pity!" murmurs Aleena. "There is probably some nice treasure in there, but we can't get to it. We need a thief!"

Seeing the puzzled look on our face, she explains. "You may think that thieves are bad, but many of them aren't. Thieves are adventurers too; some of them are quite nice folks, really. You do have to keep an eye on your coin purse, but a thief can be very helpful finding traps, opening locks, climbing walls, and doing other things.

"I'm sure we could do better if we had a thief along, and a magic-user could help, too. I usually go adventuring with those types, plus a couple of big fighters like you to handle the rough stuff. Unfortunately, nobody else wanted to come along this time.

You try the door again, but it won't open. So, with a sigh of regret, the two of you continue down the corridor.

The corridor curves to the left, and you see a light ahead. You stop and listen, and hear voices. One sounds like a man, but the other sounds like a goblin.

"Get UP, you wimpy weakling!" growls the man. "Who else did you see, besides this fighter and a cleric!"

"Please, master! Don't hurt!" whimpers the goblin. "Nobody else, nobody. I hurt the fighter real bad. I come to tell you right away!"

The goblin's lies don't seem to fool the human. "Get UP, I say, or I'll turn you into a toad. You probably ran away without even trying. Nobody else, you're sure?"

"Nobody else, master, I swear!"

"Hrmph. They could still mean trouble. Perhaps we can trick them, and kill them without a fight . . ."

Aleena taps your arm once again, and you back up to discuss the situation.

"I recognize that man's voice!" she says. "It's Bargle, one of those bad magic-users. He has probably cast a spell on the goblin to force it to serve him.

"If we go back, we should be safe. Oh! I almost forgot. The ghouls are back there. If Bargle only has one goblin, we should risk this battle, rather than face all those Undead. Besides, he's not ready for us — yet."

Listening carefully, you hear the magic-user and the goblin planning how to trick you and Aleena. The two of you also make plans. The magic-user is the most dangerous, and Aleena will try to fight his spells with hers. Your job is to fight the goblin.

As your return, you hear a spell being cast up ahead. You peek around the corner, and see a tall bearded human in a black robe standing in a room. A goblin is crouched by one wall, watching. The robed magic-user is moving his hands and saying works you don't understand — and suddenly he disappears!

The goblin crackles with glee, and says "Ah, master, it worked! Nobody can see you now, and what a surprise those nasty people will have. And I'm next! Make me invisible too, master!"

The cleric whispers, "Now! Before they can do any more!" And you charge into the room together.

The goblin jumps up and meets your charge with a swing of its sword. It misses!

The goblin has 2 hit points, and you still need to roll a 12 or better to hit. Roll the die and keep track of the battle in the same way as you did with the snake.

As you battle the goblin, Aleena looks wildly around for the invisible magic-user, waving her mace to and fro in the air. It seems to hit something, and you hear a deep grunt. She keeps waving her mace, but without further success, so she stops and casts a spell. You don't see what her spell does, so you concentrate on fighting.

The goblin hits your fighter for 2 points of damage. (You only do 1 point of damage when you hit, compared to the goblin's 2; but the goblin only has 2 hit points, so it's a fair fight. Roll again to see if you hit the goblin. If you miss, the goblin swings and misses again.

Aleena can't find Bargle, and is starting to look worried. Suddenly, the sound of a spell comes from a far corner of the room! The cleric turns and runs in that direction, waving her mace and shouting. the black-robed magic-user appears in the same corner as the spell noise, with a glowing arrow floating in the air beside him. He points at Aleena; the arrow shoots out, and hits her! She wails and falls with a sigh, collapsing in the middle of the room. The glowing arrow disappears.

If your fighter hasn't slain the goblin yet, roll again. But while you are swinging, the goblin hits you again, causing 2 more points of damage. Remember to keep track of hit points for both the goblin and your fighter.

If your hit points reach zero, the enemies win this battle. You will not see home again.

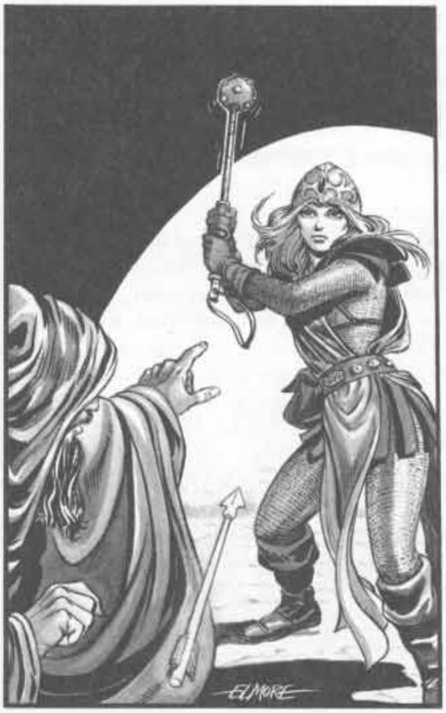
If you are still fighting, the magic-user stays back in the corner, thinking about what spell to throw next. Roll again; the goblin keeps missing.

The goblin started the battle with 2 hit points. So the second time you hit the creature, his hit points reach zero, and he shrieks and falls dead on the floor. You have overcome one enemy, but the magic-user remains!

When the goblin falls, the magic-user starts looking worried. Watching you carefully, he starts saying magic words and waving his hands. He's casting a spell at you.

You run at him, hoping for a chance to swing before he can complete the spell. But it's too late — a magical force touches your mind.

Roll the die once again. You must make a Saving Throw against the spell. If you roll a 16 or less, the magic takes effect; read the next section, **Ending #1** for this adventure. If you roll a 17 or higher, your fighter avoids the spell; skip to **Ending #2** on page 8.



Ending #1: YOU MISS THE SAVING THROW

As you get near the magic-user, a funny feeling comes over you. Why, he doesn't look so bad; in fact, Bargle seems to be a pretty nice guy! You think you used to be friends, but you are not sure just where or when.

"Feeling better?" he asks. "You were overcome with rage for a moment. Are you okay now?"

"Sure," you reply, somewhat confused. "You seem to be okay, Bargle old pal, and I only took a little damage from that goblin. Say, I saw some ghouls back there; we should get moving."

"Indeed?" replies Bargle. "Well, let's pack up the goodies, and move on." Together you collect the treasure: a small bag from the goblin, and a larger one from the cleric. Bargle picks up a black velvet bag, explaining that he dropped it while he was fighting the goblin.

As you get ready to leave, you blurt out "Shouldn't we take the cleric's body back? She helped me out, earlier."

"That would be nice," Bargle replies, "but we're carrying all we can. We all take our risks, here in the dungeon."

Something seems wrong about that. You argue with Bargle a bit, but he convinces you that nothing could be done for her, and bringing her along could slow you down — maybe enough that the ghouls would catch up. So you head off down the corridor, as if the best of friends.

The corridor leads to another room, which is empty. You search it together; nothing can be found. But looking down the next passage, you see a light!

"Bargle!" you exclaim. "Look here!"

"Ah, I see," he says. "That must be a way out! We're in good shape now. Lead on, fierce fighter! I shall watch for the ghouls."

You head down the corridor towards the light. Sure enough, it's a side passage, leading out of the hill into the sunlight. As your stomach grumbles, you remember that it's after noon. You missed lunch in all the excitement.

"Shall we head back?" you ask, as you squint out into the daylight, much brighter than your lantern.

"Surely!" he replies. As you head outside, you start to talk about how hungry you are. Bargle's reply isn't in a language you can understand; you stop and turn, and see him softly chanting a spell, waving his hands at you. Before you can ask what's going on, you begin to feel very sleepy. Everything goes black.

* * *

Something lands on your face, and you start to wake up. Opening your eyes, you see — a leaf, apparently fallen from the tree above you. You are lying by a cave, and it's late afternoon. You can make it back to town if you hurry. But suddenly, you remember what happened — BARGLE! The fight with the goblin, Aleena falling, the strange bad-but-nice feeling about the magic-user — Horrors! You were ENCHANTED! And where is the treasure?

You get up quickly, brushing the leaves off your face and equipment. Perhaps Bargle was afraid to kill you, and just stole all that he could find. Or, more likely, Bargle was scared away by something before he could slit your throat.

Your dagger is missing, and some food, but your sword is in its sheath and your pack is still there. One sack remains, and from the pain in your back, you must have been sleeping on it. It contains some of the coins you found by the snake and the tiny gem. The rest is missing.

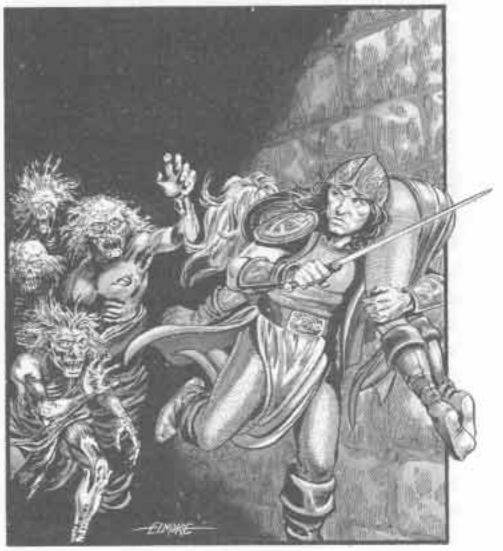
You remember what happened to poor Aleena. You should take her back to town; they might be able to help, and even if it's too late, she should get a proper burial. As you prepare to return to the caves, you find that your lamp has gone out, the oil all burned away.

There is still one oil flask in your pack, so you refill the lantern, light it with your tinderbox, and head back into the darkness.

You pass through one empty room, and then find the bodies of the cleric and the goblin in the next. But you see dark, quiet shapes in the darkness beyond; it's the ghouls! Quickly, you put the cleric's body over your shoulder and run for your life.

The ghouls follow, snapping at your heels. You can't move as fast as usual with the weight of the cleric on your shoulder. But you win the desperate race, and get outside once again!

You pause for a moment, out of breath. Looking back, you see the ghouls in the cave — but they don't seem to be coming out. Then you remember Aleena's words, "creatures of darkness." Maybe they hate the sunlight, and only come outside at night. You'd better hurry, to get back to town before dark.



It's hard to run with the cleric across your shoulder, but you finally get back just as the sun goes down. Once there, you take her body to her church. It's too late to help her, but they can give her a proper burial. They thank you for your kindness, and offer a small bottle as a reward.

"What is it?" you ask.

"It's a magical potion, of course!" he exclaims. "It's a *Potion of Healing*. If you are hurt, you can drink this and be cured, somewhat like our magical curing spells. It's a nice magical treasure; save it for an adventure in your future, in case a cleric you are traveling with runs out of spells. It's the least we can do."

The clerics thank you again for your help, and you thank them for theirs. You leave the church and head for your home on the other side of town, thinking about your adventure and all you have learned.

Now pretend that you made the Saving Throw, and read the next section to see what might have happened.

If you have already read the next section, skip to the **Winning** section afterward.

Ending #2: YOU MAKE THE SAVING THROW

Bargle's magic doesn't seem to work! He pauses, surprised, as you swing.

Roll the die. If you roll 8 or higher, you hit. A roll of 7 or less means that you missed. If you can get close to them, magic-users are often easy to hit. They are not very dangerous in a close fight.

If you hit, the magic-user gives a cry and falls, dead. You have won!

If you miss, Bargle screams and runs down the next corridor, into the darkness. You start after him, but then you stop. Who knows what magical powers the man might have, waiting there to trap you? Better to see if Aleena is alive, and rest a bit.

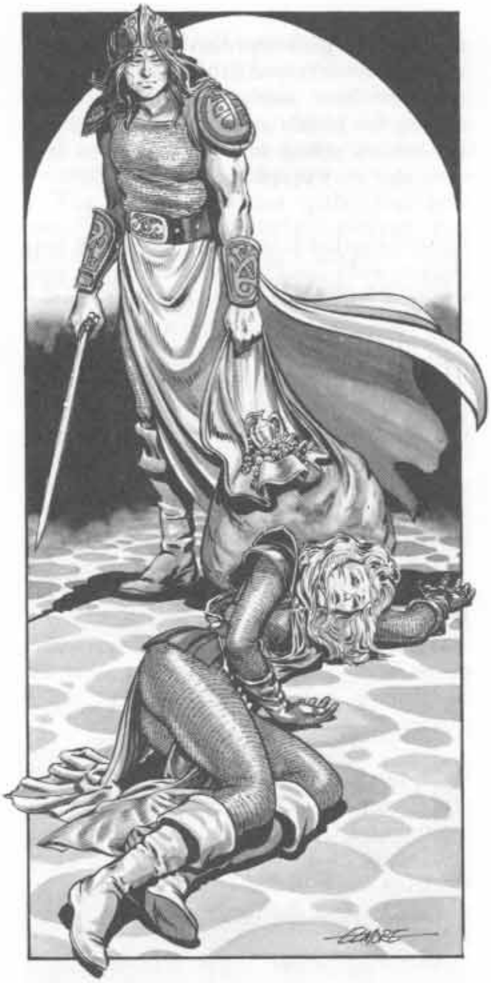
You kneel by the cleric, and gently turn her over. Alas, Bargle's magical spell has taken her life. Mourning the loss of your new-found friend, you decide to take her back to town for a proper burial. You tidy her up while keeping an eye out for monsters and listening carefully in case Bargle comes back; but nothing happens.

The goblin had very little treasure, just a few copper pieces in a small bag. Searching the room, you find another bag, a finer one of black velvet. It must be Bargle's, dropped in the heat of the battle! Opening it, you find several valuable gems and a small bottle. You put the treasure away, planning to examine the bottle later.

Nothing else of value is in the room. You pick up the poor cleric and carry her on one shoulder. Should you continue down the dark corridor, or head back the way you came?

You suddenly see shadowy shapes approaching from the way you came. The ghouls must have returned! Now there is no choice; you must hope that the magic-user ran away, and that a way out lies in that direction. Fighting the ghouls would mean your death.

You stagger under the weight, but manage to run down the corridor, holding your lantern shakily with one finger. You enter a room, but it looks empty. No time to search; you continue onward. As you head into the next corridor, you see light ahead! And as you approach, you see that it's coming from a side passage. Peering into it, you find that the corridor leads outside, into the midday sun. Carefully, in case Bargle is waiting to ambush you, you walk outside — and all is clear and calm.



You rest a bit, pick up the cleric, and head back to town. Once there, you take her body to her church. It's too late to help her, but they can give her a proper burial. They thank you for your kindness, and offer a favor in return. You remember the strange small bottle in Bargle's bag, and get it out, asking whether they can tell you what it is.

One of the clerics opens the bottle, and sniffs at it. "Why, it seems to be a magical potion!" he exclaims. "Let me see, now, I'm sure I've smelled that before. Ah! I remember. It's a *Potion of Growth!* If you drink it, you will become a giant for a short time, for one to two hours — and can do double normal damage when you hit a monster. Congratulations, it's a nice magical treasure! It won't spoil; save it for an adventure in your future."

The clerics thank you again for your help, and you thank them for theirs. You leave the church and head for your home on the other side of town, thinking about your adventure and all you have learned.

If you haven't read **Ending #1, "You Miss The Saving Throw"** go back and do that now, pretending that you were enchanted by Bargle's spell.

Winning

You have just played a D&D game!

This adventure was designed to show you some of the basic parts of the game. You played a fighter, who tried to survive in the dungeon, while finding monsters and treasures. You succeeded — so your character "wins."

Think a moment. Why do we play games? To have fun. Each player "wins" by having fun — so if you had a good time, you win! You can have fun even if your character gets killed — and if that happens, don't worry. You can always make up another one!

Winning a role playing game is like "winning" in real life; it's just succeeding in doing what you wanted to do, and living through it. The fun comes from doing it, not ending it! This is why we say that in this game, everybody wins and nobody loses.

Is this a game or a story, you ask? It's a little of both. As you learn more about it, it will become more and more like a game. You still have many game details to learn, so continue reading.

You have met some monsters, and won the battles. You have found some treasures — not only coins and gems, but a magical potion.

Most important, you have learned how to use your own imagination, while using the rules of the game. Could you see, in your mind, the wicked magic-user Bargle? Or the kind, wise cleric Aleena? Can you imagine the gold and silver scattered on the floor by the huge, deadly rattlesnake — and the fierce battle afterward?

This is another part of the fun in a DUNGEONS & DRAGONS game.

Your character

Alignment: How characters and monsters behave

Take a moment, now, and think about how your character behaved. The fighter was one of the "good guys." You wanted to do the right things; for example, you brought the cleric back home with you. On the other hand, the magic-user and the goblin were the "bad guys." They didn't care whether you lived or died, just what they could get from you — selfish, and nasty besides.

There is a way to describe how your character behaves in the game; it is called **Alignment.** Your fighter's Alignment is called *Lawful,* he tries to protect others and defeat monsters.

Aleena the cleric was also Lawful. This is one reason why you became friends. Your Charisma helped when you first met her, but if your Alignments were different, you probably wouldn't have been so friendly to each other.

Bargle, the magic-user, had a different Alignment than yours. He was *Chaotic,* the opposite of Lawful. He was selfish, cared only about himself and steals from others. Most people don't like chaotic's. You two wouldn't normally become friends at all (except for the spell he cast, that magically forced you to be his friend for a short time).

Monsters have alignments, too. The goblin and the ghouls were Chaotic. But the snake wasn't really bad or good (although it certainly was dangerous). Its Alignment is called *Neutral.* It will fight to protect itself and will help others, if that will help it, but is mostly concerned with surviving. Neutral doesn't mean stupid (Alignment has nothing to do with Intelligence); it means a balance, an average between the Law and Chaos. The snake was just a typical animal, trying to stay alive and get something to eat.

Alignment will be explained in more detail later in this booklet, on page 55.

Now where do you go?

You can have more adventures by yourself! Another adventure has been designed just for your fighter. It starts on page 13. But before you play that adventure, you will need to know a few more details about your fighter, and how to use all the dice.

All the details of your character — your hit points, Ability Scores, Saving Throws, and so forth — are written down for you on a sheet in the middle of this booklet, along with other details. This description of your character is called a Character Sheet.

Remove the character sheet by carefully folding it along the dotted line and then tearing it along the perforation.

You will find the scores for other character types in the center of this booklet too. These are for when you play with a group. You will have to write the information on copies of the blank character sheet on the back of this book. Do *not* use any of these characters for the Solo Adventure in this booklet.

Use a pencil whenever you need to write on a character sheet, not a pen. Many of the notes you will make are temporary, like the amount of money you have, your equipment, and so forth.

Get out the rest of the dice and the crayon. If you have the dice, the crayon, a pencil, and your character sheet, you are ready to learn some more.

The Character Sheet

Let's look at the whole character sheet, bit by bit.

At the top of the sheet, fill in your name above "Player's Name."

What's your character's name? It could be the same as yours, or you could make one up. Write the name in the place for it, under your own.

Your fighter is one of the "good guys," so your Alignment is Lawful. This has already been filled in on your sheet, and shouldn't change. If you want to play a Neutral character (or, if you want to take the chance, a Chaotic one), you should put the Alignment on the character sheet for that new character.

The **Class** of your character is the type of adventurer you are playing. Fighter has already been filled in, because once a Class is chosen, it will never change.

You are just starting, so your Level is 1, or "first" (1st). You will learn more about a character's "level" very soon.

Armor Class is a measure of how hard it is for monsters to hit you; abbreviated **AC.** It can be any whole number, 9 or less. The lower the number, the smaller the chances are that you will get hit. Since your fighter is wearing sturdy armor, your Armor Class is 4; write that number in the shield shape.

In the box above the words **Hit Points,** put 8. You should know what that means, from your first adventure. It's a measure of how much damage your fighter can take.

At the top right corner, there is a place for the name of your Dungeon Master. In group games, this is the person who plays the monsters, while you play your character. You don't have one yet, so leave that blank. Later, when you're playing in a group, one person will be the Dungeon Master.

Below that line is a rectangle labeled **Character Sketch or Symbol.** You may wish to draw a picture of your character there, a "character sketch." You may skip this part of the character sheet, if you wish; it won't affect the game, but might help you imagine what your character looks like. Or instead of a sketch, you may want to pick a symbol — something that your character will be connected with. Your symbol could be a bird, or a tree, or anything you wish. For example, if your character's name is Hawk, you may wish to draw a falcon-like bird in this rectangle.

The middle part of the character sheet gives all your Ability Scores and Saving Throws.

Ability Scores

Let's take a closer look at your character. Your fighter has the following Ability Scores:

17	Strength
9	Intelligence
8	Wisdom
11	Dexterity
16	Constitution
14	Charisma

In the adventure, it said "your Ability Score is . . . ," because your starting character was already made up. Later, if you would like to play another character, you can use any of the others included in this booklet. But when you are ready to make up a completely new character, you will roll for your Ability Scores, using the dice. This is explained in more detail on page 48.

Every D&D character has these six Ability Scores (though the numbers are usually different, of course). The numbers are always from 3 to 18, the total of three six-sided dice.

Adjustments

There is a place on the sheet for "adjustments" next to your Ability Scores. If any Ability Score is very high or low, there may be adjustments, which can be good or bad. The adjustments will apply to certain die rolls in the game. An "average" Ability Score is any number from 9 to 12, and has no adjustments.

Strength: With a low Strength score, it would be harder to hit monsters, and you would have a "minus" adjustment, a penalty. But your great Strength gives you a bonus, the "plus" adjustment. Your +2 bonus helps you in fighting; it is added to both your Hit Rolls and to the Damage you do. It also helps when you try to perform feats of strength — like breaking open a stuck door, or lifting a huge rock.

The +2 adjustment has already been included in your Hit Rolls for the Solo Adventures in this booklet.

Intelligence: Your Intelligence is average so there are no adjustments here. Because of your intelligence, your character can speak two languages. You can speak the same language as all the other humans, which we call "Common."

Your fighter can also speak a code language, called an "Alignment Tongue." This is used to speak privately with someone else of the same Alignment. (In your first adventure, you could have spoken to Aleena the cleric in the Lawful tongue, and Bargle the magic-user wouldn't have understood what you were saying; he speaks Chaotic.) Characters usually don't use their Alignment tongue unless they have to. You can say that you speak "Common" and "Lawful." Near the bottom of the sheet is a place to write the names of your languages.

Wisdom: Your Wisdom is 8, just below average, so you have a penalty adjustment of −1. As with your Strength bonus, your Wisdom penalty has been included in the Solo adventure to come.

In group games, you will subtract one from your die roll each time you make a Saving Throw against a magic spell. Aleena the cleric had a bonus against magic spells, because of her high Wisdom, but she had a penalty on her Hit rolls, because of her low Strength score.

Dexterity: Your Dexterity is average, so there are no adjustments here. If you were clumsy (with a low Dexterity score), you would have trouble using missile weapons like bow and arrow (which you will learn about later in this booklet). You might also react a little slower than the monsters. But your average score here keeps you even with them.

Constitution: Your Constitution score is high, so you get a +2 bonus here. As we explained in the adventure, you have 8 hit points; without your good Constitution, you would only have 6 hit points. If you had a low Constitution score, you might have even less. A higher Constitution score would mean more hit points.

Charisma: Your Charisma is also above average, and you get a +1 bonus when meeting and talking to others. Your Charisma will affect their reactions; they will probably like you, and you can probably get your own way a little more often, because of your Charisma bonus.

As with your other bonuses, your Charisma bonus has been accounted for in the Solo Adventure to come.

Saving Throws

In the first adventure, you made Saving Throws against poison and magic spells. When you try to save yourself from a special attack, you roll the twenty-sided die; if the result is equal to or higher than your number you succeed in avoiding the attack.

There are three other Saving Throws, against Magic Wands (if someone shoots one at you), Paralysis (which would have been used if one of the ghouls had hit you), and Dragon Breath (dragons can be very dangerous, so there weren't any in your first adventure). You will always use a twenty-sided die to roll a Saving Throw.

For most characters, the easiest Saving Throws to make are those against Poison and Magic Wands, and the hardest are those against Dragon Breath and Magic Spells. Saving Throws are explained in more detail in the Dungeon Masters Rulebook.

Special Abilities

Your character does a better job at fighting than any other type of character, but this is not a "special ability." Most other characters can't fight as well, but have Special Abilities which they need for survival and success. The Special Abilities of each character class are given in the class descriptions (pages 23 – 47).

EXAMPLES: Clerics can Turn Undead monsters. Magic-users can cast spells (as can clerics and elves). Thieves can pick locks.

Combat Chart

You know how to roll when your character wants to hit a monster; this is called a "Hit Roll." You will always use a twenty-sided die for Hit Rolls.

You will not need to use this Combat Chart until you play in a group game. When you read a one-player adventure, the Hit Roll you need will be given. This will include your Strength adjustment as well as the monster's Armor Class.

In group games, you will use a slightly different procedure, using this chart. In the D&D combat system, every creature has an Armor Class, whether it is wearing armor or not. If your roll (including the Strength adjustment) is a number high enough to match or beat the number listed under the target's Armor Class, you will hit the target, and can then roll Damage. This will be explained in more detail later.

TURN THE SHEET OVER

We are done with the hardest parts, but there are a few more things to come. Be very careful when you get to "Money" and "Experience."

Magic Items

Whenever you find a magic item, write it down here. This includes the magic potion you found in your first adventure! In this box, write *Potion of Healing* — the magic item you found in Ending #1. (Since you probably missed the Saving Throw against Bargle's spell, we will use that ending for your character's adventure. You will need the *Potion of Healing* in your next adventure.)

Normal Items

This is where you list the equipment that your character has. Copy the following list into the box, and look it over so you know what you are carrying. For now, don't worry about how much the items cost or where they came from.

You have a dagger and other normal equipment again, even though Bargle stole some. We will assume that you kept spare equipment at home — but the list here is all that remains.

YOUR EQUIPMENT LIST

2	Flasks of oil
1	Tinderbox
1	Rope, 50′
1	Leather backpack
1	Standard rations (preserved food)
1	Waterskin (leather canteen)
1	Lantern
2	Torches
2	Small sacks
1	Large sack
1	Suit of Chain Mail armor
1	Shield
1	Dagger
1	Sword

Other Notes

This is a way to help you remember who your character has met, and where you have gone. You should write down "Caves near town; met Bargle, Chaotic magic-user." Make more notes as you play more adventures.

Money and Treasure

You found many gold and silver pieces when you killed the giant snake, and a few copper pieces when you killed the goblin. You brought home a little of each, though Bargle stole most of it.

This is where you make a note of the treasure you have, adding to the list for any more treasure you find. We use abbreviations for the types of coin (listed here in order, starting with the most valuable):

platinum pieces = pp
gold pieces = gp
electrum pieces = ep
silver pieces = sp
copper pieces = cp

These abbreviations are often used, so you should get to know them well. To write down the treasure you found, copy this into the **Money** box on your character sheet:

pp: 7　1 gem: 100 gp
gp: 50
ep: 20
sp: 40
cp: 100

Total Value: 200 gp

To find the Total value (200 gp), you need to know more about the D&D money system.

Think of copper as pennies, silver as dimes, and gold as dollars. Electrum pieces are like half dollars, but platinum is expensive; one platinum piece is like a five-dollar bill. Study the **Money Conversion Table** on this page.

MONEY CONVERSION TABLE

100 cp = 1 gp　2 ep = 1 gp
10 sp = 1 gp　5 gp = 1 pp
1 pp = 5 gp = 10 ep = 50 sp = 500 cp

When you find treasure in an adventure, write it down on a separate piece of paper. At the end of the adventure, add the treasure to your list, and figure out your new total.

In your adventures, look for the most valuable treasure. If you are carrying all you can, you may have to drop some treasure to pick up more valuable coins; drop copper first, of course.

Your character

Experience

In the game, your character will become more powerful each time you complete an adventure. The way of measuring this "power" is another number, called **Experience Points;** the abbreviation is **XP.**

When your character started, you had no Experience Points. But in your first adventure, you killed a giant snake and a goblin, and found some treasure. You get Experience Points for each of these things.

For the treasure you found, you get 200 XP (one experience point per gold piece value). For killing the monsters, you get 30 more. That adds up to 230 XP, but it's not your total. You also get a bonus because you are a Fighter and have an above average Strength score. This bonus is +10% of your XP. Since you earned 230, you get 23 bonus points, for a total of 253 XP. In the **Experience** box at the bottom of the page, write "253."

Did you notice that you get a lot of experience for treasure, and not much for killing monsters? It's better to avoid killing, if you can, by tricking monsters or using magic to calm them down. You can sometimes avoid the risks of combat. But you will have to fight many monsters to get their treasures.

Remember your "Level" at the top of the front of the sheet? That relates to XP (Experience Points) in the following way; if you gain enough experience points your level goes up.

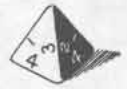
When your Level goes up, you become more powerful. Each time this happens, you will get more Hit Points. Sometimes (but not every time) when your Level goes up, your character will be able to make Saving Throws a little easier, and hit things a little more often. So the more Levels you gain, the longer you can survive, and the more treasures you can collect.

On the line at the bottom of the **Experience** box, write the number "2,000." This is your goal. When you finally have this many XP, adding up your points from each and every adventure, your character will no longer be Level 1; you will move up in power, to Level 2. This doesn't mean that you lose any XP; you will keep adding more as you get them.

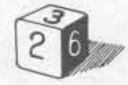
You will probably work your way up to Level 3, 4, 5 and so forth, becoming more powerful each time. And human characters can go all the way to 36th level, though this should take hundreds of games. For low level your goal doubles for each Level: 4,000 XP for 3rd Level, 8,000 XP for 4th Level, and so forth.

Now you should know how to use each part of your Character Sheet. If you didn't understand something, **STOP!** Go back and read the details again.

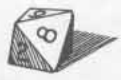
You will have a character sheet for each character you play. It will have all the details you need to play the character properly.



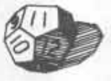
FOUR-SIDED d4



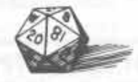
SIX-SIDED d6



EIGHT-SIDED d8



TWELVE-SIDED d12



TWENTY-SIDED d20

Dice

This is a very important section
Be sure to read it carefully.

When you have several dice, they are just called "dice" — but one is called a "die." Each side of a die is called a "face." Each type of die is named for the number of faces it has. The dice, and the abbreviations for them, are used in every adventure, so you should get to know them well.

Check to be sure your set has all the dice you need:

The four-sided die looks like a pyramid. Try to spin it as you throw it, to be sure of making a fair roll. When it lands, only the *bottom* number on each face is right-side up; this is the result of the "roll." For all the other dice, roll them on a table or flat surface, and the number on *top* is the result of the roll.

The ten-sided die has a zero on one face, which is read as "ten."

The ten-sided die can also be used to find a Percentage (a number from 1 to 100), in the following way. Roll the die once and read the result as the "tens" number, counting zero as "no tens." Roll a second time for the "ones" number.

If both rolls are "zero", the result is one hundred.

EXAMPLES: A roll of 5 followed by a roll of 3 gives a total result of 53. If the 3 were rolled first, the result would be 35. A roll of 0 followed by a roll of 6 gives a total of 06, or simply 6.

Now stop and color in the numbers on all the other dice by rubbing the crayon across the grooves and using a tissue to wipe off the extra way.

We often use abbreviations for the kinds of dice: a "d," followed by the number of faces. For example: d8 means an eight-sided die.

The roll of a ten-sided die twice, to find a Percentage, is abbreviated "d%," and sometimes called a "Percentage roll" or "Percentage dice."

Whenever a number appears *before* the "d," it means the number of times you need to roll the die. So "2d4" means "roll a four-sided die twice, and add the results," for a total of 2-8. Or, if you have more than one set of dice, you can just roll two 4-sided dice at once, adding the results normally.

Some examples:

d%	Roll the ten-sided die to find the "tens" number, and again to find the "ones" number.
4d8	Roll an eight-sided die four times
9d12	Roll the twelve-sided die nine times
1d20	Roll the twenty-sided die once

Sometimes you will find a number after the "d" that's not a kind of die; for example, 1d3. In this case, it means that the result should be 1, 2, or 3. To make a "1d3" roll, roll 1d6 and divide by 2 (rounding up), to get a result from one to three.

Using the same principle, you can find the result of 1d2 (1d4 divided by 2) and 1d5 (1d10 divided by 2).

If you have read everything so far —

YOU ARE READY FOR YOUR NEXT ADVENTURE!

To Start, just turn the page.

In the following one-player adventure, you will explore a dungeon, looking for monsters and treasures. **Part 1** is a shopping trip in town. In **Part 2,** you will learn more about battles. And in **Part 3** you will visit the dungeon. You will often be given choices, and asked to pick one. Each choice gives a number; turn to that number to find the results of your choice. Your adventure will continue from there.

Part 1: Town Business

You spend a few days in town, letting your wounds heal. Since you found so much treasure on your first adventure, you go shopping for some better armor.

Armorer Baldwick knows you well. He's a jolly fellow, getting a bit gray. You remember snitching apples from the big tree in his yard when you were young and foolish.

"Well, well!" he booms, as you enter his shop. "How have YOU been these days? All grown up now, I see!"

You chat for a few minutes about your younger days, and then you ask if he has any armor that would fit you.

"Why, surely! Let me see, let me see . . ." He pushes his way through racks of armor of all kinds, as you follow closely behind. There are dozens of sets of armor, for people of all sizes, but most of them need repair.

"AHA!" he exclaims, pulling an armload of metal down. "Try this on!"

The armor you are wearing is made of round chain links, all skillfully interwoven to form a covering for most of your body. But this armor is different. Large pieces of well-crafted metal are fastened to chain mail and leather, fashioned into pieces that you could wear.

"Plate mail, of course; just finished it a week or two ago. Want to try it on? I think it'll fit."

You go to a back room and remove your chain mail, and try this heavier armor on for size. Sure enough, it fits, almost as if it were made just for you. The metal plates hang from leather straps and chain mail links, forming a tough protective suit. But it's very heavy, almost twice as heavy as your chain mail.

You come out to show him, and he walks around you, carrying a piece of charcoal and marking the armor here and there for some necessary adjustments.

"Looks good!" he exclaims. "Just a bit here, and a bit there . . . want to trade in that chain mail you had on? Looked to be in pretty good shape . . . ."

"Wait a minute!" you reply. "Don't you have anything lighter than this stuff? I'm not going to be able to carry as much treasure if I wear all this metal!"

"Ah, well!" he says, soothingly. "If you want better protection, you have to use this. Unless, of course, you can somehow find magical armor."

Plate mail will improve your Armor Class to AC 2, better than your current AC 4, so it would be nice to have.

"Well, how much?" you ask.

"Well . . . 75 gold pieces as is. Want to trade in that chain mail?" he repeats.

"Oh, I guess so," you reply. "How much?"

"For you, well . . . since you're trying to get started, and since I've known you so long . . . 50 gold pieces, with your trade-in."

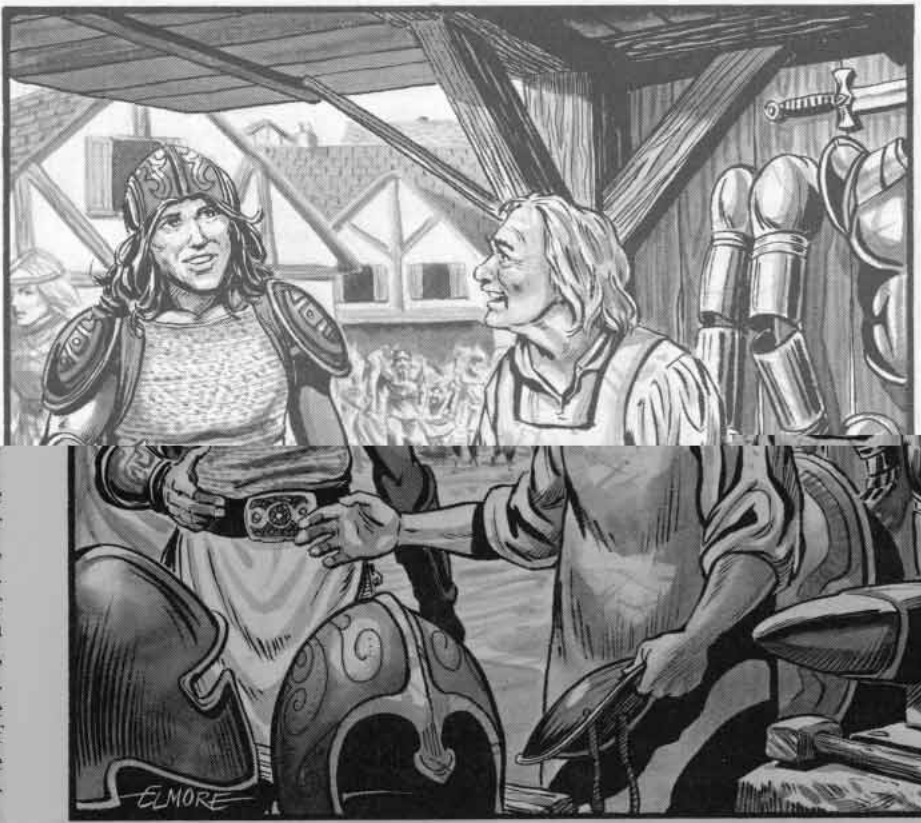
You talk with him a bit more, using your Charisma, and bargain him down to a better price.

"Okay, OKAY!" he says finally. "Just 30 gold pieces with the trade-in, and you promise to come here first the next time you need better armor or more weapons. Agreed!" He stomps off, grumbling, then stops and turns. "You can pick it up Tuesday. Pay the clerk on your way out!"

Subtract 30 gold pieces worth of coins from the Money on your character sheet. You can either subtract it from your gp, or use some coins of lesser value if you understand the Conversion Table. Change the numbers on your sheet to account for your spending, and change your Equipment List. Then turn the sheet over, and change your Armor Class to 2.

You come back to the shop in a few days and pick up your heavy Plate Mail (it's not ready on Tuesday, but you have time to wait). You spend the time looking around for other adventurers — any help would be welcome — but the few you find all just want to relax, have a good time, and heal up from their last adventures.

So, fully equipped but still alone, you set off one morning for the caves near town, remembering to watch out for ghouls.



Part 2: Battles

You are almost ready to enter the "dungeon." But first, you need to learn a little more about battles.

You already know how to swing at a monster:

> You roll 1d20 (a twenty-sided die), and compare the result to the Hit roll given in the description. If you rolled that number or higher, you hit the enemy, and roll Damage.

More Damage!

In your first adventure, each time you hit a monster you did 1 point of damage. However, from now on, you will roll 1d6 (a six-sided die) to see how much damage you do to the creature you are fighting.

You will keep track of the damage in the same way, writing down the starting number and subtracting the damage each time you hit. Just cross off the old number of hit points, and write down the new number.

The Monsters

Monsters will also be able to do more damage. In your one-player games, you will keep track of their damage on a separate sheet of paper along with your own. In group games, the Dungeon Master keeps track of all the monster details.

Some monsters do 1-6 points of damage, just as you do. But sometimes they do more or less than 1d6. Each time you encounter a monster, the information you need will be given in a box, like this:

GOBLIN: 17 D: 1d6
You: 12 hp: 4

The number after the monster's name is the roll it needs to hit your fighter. "D" is the dice to roll after the monster hits, to find the amount of damage it did to you. The monster's hit points are also given.

In this example, if you roll a 12 or higher, you hit the goblin. You then roll 1d6, the standard amount, and add 2 (for your Strength bonus). You subtract that total from the goblin's 4 hp (as given above). If the goblin's new total is zero or less, the creature is dead. If the goblin still has any hit points left, it swings at you:

If you roll a 17 or higher for the goblin's attack, he hits you, for 1-6 points of damage as noted in the box above. You roll the six-sided die and subtract the result from your 8 hit points.

Combat Checklist

A step-by-step list of everything you need to do when fighting a monster is given on the same page as the monster description (the boxed information). Use this checklist for every battle, to be sure you are running each one correctly.

Record Keeping

Use a piece of scrap paper to keep track of the battles. Whenever you find some treasure, write down the amount and type on the same paper. Experience points will be given at the end of the adventure, but you will need a list of the creatures your fighter conquers. All the points for treasure and experience will be added up at the end of the adventure.

Getting Killed

If your character is slain by the monsters, that is the end of the adventure. But it's not the end of the game! You can start the fighter over again, pretending that it is a new character.

If you play this adventure a second time, do *not* keep any treasure found before you "got killed!" You should start the character over again, from the beginning.

> Remember that you are carrying a magical *Potion of Healing*. If you get hurt, you can drink it, and it will cure all your damage. You can then change your hit points back to 8. You can only drink it once, and then it's gone.
>
> You may drink the potion whenever you wish, but you should wait until you have only 2 or 3 hit points left, if possible. If you drink it in the middle of a battle, you **must** skip your attack (you are drinking, not swinging), and roll only for the monster's attack for that round of combat.

THINGS TO REMEMBER

1. Keep a record of the monsters killed and treasure found, using a separate piece of paper.
2. Use the Combat Checklist whenever you have a battle.
3. Roll 1d6 each time you hit, to find the amount of damage done.
4. Drink your potion when you are badly hurt.

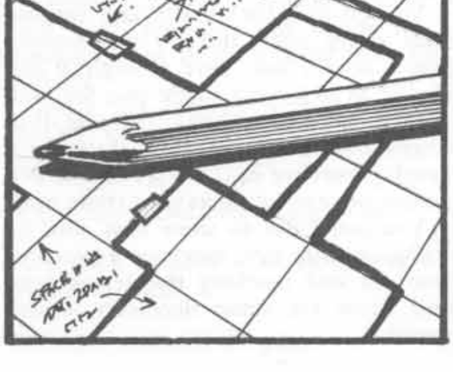
Mapping

This time, you will make a map of the dungeon so you don't get lost. Maps also help in remembering where the worst monsters were — like the ghouls — so you can avoid them until you feel ready for them.

You will draw your map on a piece of graph paper. Each line one square long will equal 10 feet in the dungeon. Copy each map carefully. Draw an arrow pointing to the top of the paper and label it "North", then draw a line across the arrow and label "East, South, and West." This will help you remember the directions.

As you draw your maps be sure to write notes on it to help you remind you where things are.

If you don't make a map as you go, you will probably get confused.



Part 3: Into The Caves

Since you explored some of the caves earlier, you find yet another entrance to venture into this time. After finding a suitable cave, you pause to be sure you are ready.

The caves are dark and dreary, as you remember from the last time, so you get out your lantern and light the wick, using your tinderbox. Then, carefully, you step into the first "room."

Tear the sheet of graph paper out of the center of this booklet. Then, starting near the bottom, copy **Entry 1 Map:**

1 The room you are in is fifty feet square, with 10' wide exits in the middle of the north, south, east, and west walls. The ceiling of the room is 15' up, but the corridors are only 10' tall.

The walls, floor, and ceiling are made of rough rock. There are some cracks and crevices in the rock walls, all very small. Standing in the exact center of the room is a stone statue of a woman in armor. You examine it carefully, and finally even touch it — but it is merely a statue, nothing magical or special.

You have entered this 50' square room by the southern corridor, which leads out to fresh air and sunlight. The other corridors are dark. The light from your lamp helps, but shadows linger in the corners of this large room. Do you want to:

Stop and Listen?	Read 42
Search the room?	Read 57
Go down a corridor?	Read 58

2 You are back outside! If you want to go back inside, read #1. If you want to quit, stop reading here; your fighter goes back to town. If you killed any monsters or found any treasure, read 88 to find how many Experience Points you have earned. If you want to go shopping for supplies, read 89.

3 You go south, and leave the caves. You may go home, and end this adventure, or you can go back to the first room. Read 2 for further instructions.

4 You go south from the strange room. If you have already killed the monsters and taken the treasure from this part of the dungeon, read 23. If not, read 44.

5 You decide to go back to the statue room. Return to 1.

6 You go back to the statue room. Read 58.

7 You turn the corner and follow the passage back to a room. Read 9.

8 After the turn, the corridor goes 50' west and opens into a room. Read 54 after you add **Entry 8 Map** to yours:

9 You may go one of three ways. Do you want to:

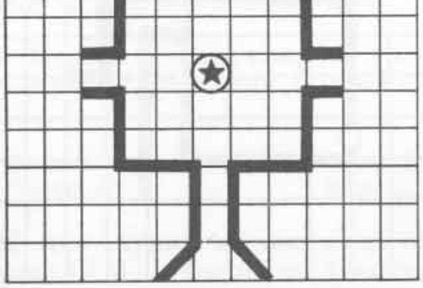
Go North?	Read 21
Go East?	Read 53
Go back to the Statue room?	Read 36

10 If you have already killed the monsters and taken the treasure from this part of the dungeon, read 9. If not, continue:

The corridor goes 20' north from the room and then turns right. You peek around the corner, and see that the corridor goes 20' and opens into another room. Read 54.

11 You quietly approach the room, and you don't see anything unusual. But as you step into the room, some giant rats leap out from the corner to your right, and attack! Two of them hit you, for a total of 3 points of damage. You are suddenly in battle, and cannot escape. Read 83.

12 Talking to the creature doesn't do any good. It attacks, and gets one free swing while you are talking! Read 86, and run the battle normally after giving the monster one free attack.



Entry 1 map

13 You kill the two skeletons! As each one "dies," its bones collapse in a heap, and the rusty sword drops to the floor with a clang.

You search the area, but find no treasure. However, there is a door in the east wall of the room. Do you want to:

Go South?	Read 62
Open the door?	Read 27

14 You go west, and come to another room. It has an exit south, leading outside, and another corridor heading west. You don't want to go west, the ghouls are in that direction.

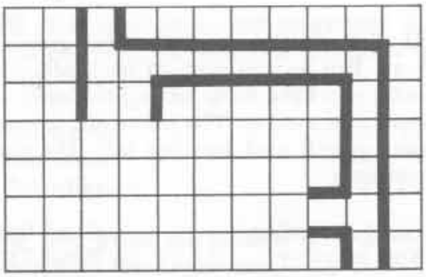
You recognize this room as the entrance for your very first adventure! This is where you hit the goblin, and he ran away. Do you want to:

Go back East?	Read 62
Go South?	Read 3

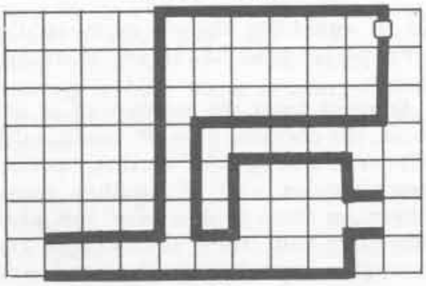
15 If you have already killed all the monsters in this part of the dungeon, read 61. If not, continue:

The corridor goes north and opens into a room. The area looks like **Entry 15 Map** (add it to your map):

As you peer into the room, you see two skeletons with rusty swords standing about 10' from you, around the corner. Without making a sound, they step forward, grinning horribly, and swing at you. One of them hits, for 2 points of damage. Read 26.



Entry 8 map



Entry 15 map

16 You are leaving the Rust Monster room, heading west. Have you mapped this part of the dungeon yet?

No	Read 28
Yes	Read 62

17 The corridor goes north 30′, and then there is a side passage to the left (west). The main corridor continues another 30′ and then turns left. When you get to the side passage, you see that it goes 10′ west and opens into a strange room. Read 49.

18 You carefully enter the room, and see two goblins in a far corner. They have swords, and seem to be expecting you. They attack, and each gets a free swing before you can react. Read 85 and run the battle normally, but give each goblin one free swing to start.

19 You think that there are goblins up here, so you keep your lantern shuttered and sneak up to peek into the room. You hear soft talking in a language you don't understand.

Peeking around the corner, you see two goblins to your right, at the south end of the room. They seem to be talking about something and don't notice you. Do you want to:

Go back?	Read 32
Talk to them?	Read 50
Attack?	Read 63

20 You decide to leave the goblins alone. But as you start to back off, the goblin you have been talking to draws its sword and attacks! The other one leaves, going north and turning left. Do you want to:

Fight the goblin?	Read 64
Run away?	Read 73
Keep talking?	Read 51

21 If you have already explored this area, please read 52. If not, then continue:

Starting from the north wall of this room, the corridor goes 10′ north, turns left (west) and goes 10′ further, opening into the east wall of another room. There are more goblins here! But when they see you, they shriek and run through a stout door on the north wall, slamming it behind them. The room looks like **Entry 21 Map** (add it to your map):

You search the room carefully and find one small bag by the door, apparently dropped by one of the goblins. The bag contains 10 sp, 5 gp, and — a key! Now do you want to:

Open the door?	Read 66
Go back?	Read 37

22 If you have been in this room before, please read 39. Otherwise, continue:

You enter the strange room to investigate. The room is empty and clean, and the only feature is the orange mouth on the far wall, about 8′ long. The room looks like **Entry 22 Map** (add it to your map):

You search the room, listening and looking carefully, but you find nothing. Suddenly, as you are about to leave, the lips of the giant mouth move, and in a big booming bass voice it says, "Surprise! You are here for double-or-nothing! Ready or not, here we go. O-T-T-F-F-S-S. What's next in line? If you solve this riddle, your treasure will double. If you fail, it will all disappear. What is your answer?"

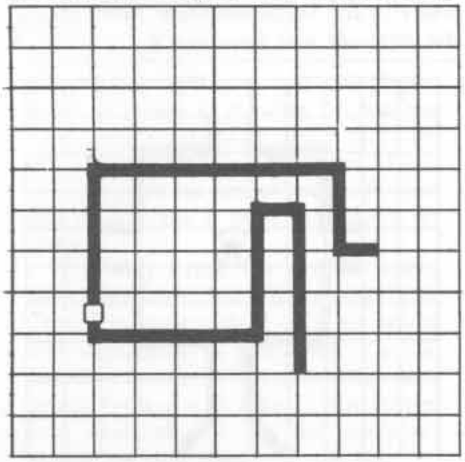
If you try to leave, you find the way blocked by an invisible force. "You *must* answer, y'know!" bellows the mouth.

Think about it, and decide what the answer is. Then read 82.

23 You go back to the room where the giant rats were and continue through, arriving back at the first room. Read 58.

24 You suddenly feel different (either more or less weighted down, depending on your answer). Whatever answer you gave, the mouth laughs and says "Come back again some time!" The invisible barrier is gone, and you can leave the room. You cannot find anything more here, nor will the mouth speak to you again.

Read 40.



Entry 21 map

25 You decide that the rats look dangerous, and you head back the way you came. The rats don't notice.

Read 58.

26 You are facing two skeletons. Do you want to:

Talk to them?	Read 30
Turn them?	Read 47
Run away?	Read 72
Fight?	Read 84

27 You carefully examine the door, and fine nothing strange about it. There is a keyhole in it. Have you found a key?

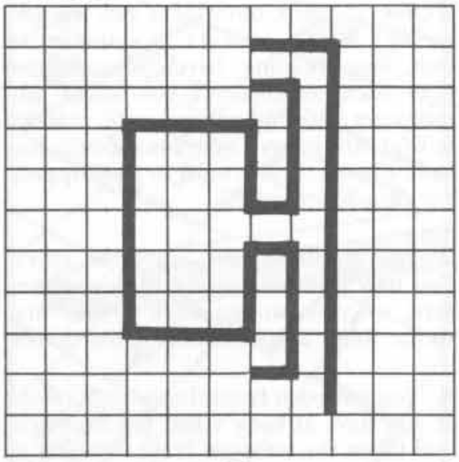
Yes	Read 80
No	Read 46

28 The corridor goes only 10′ west before connecting to another corridor heading north; the main corridor continues west, into darkness. The north corridor goes 30′ and opens into a room. Do you want to:

Go North?	Read 15
Continue West?	Read 14

29 You go back to the statue room.

Read 58.



Entry 22 map

30 The skeletons ignore your chatter, and swing again. One of them hits you, doing 2 more points of damage. Return to 26.

31 You go north from the strange room. If you have already been through this part of the dungeon, read 7. If not, read 8.

32 You decide to go back. The goblins don't notice you, and you return to the statue room. Read 58.

33 You decide to attack the goblins before they can get help. You leap out and block the first goblin's escape, and they both draw swords and attack you. Read 85 and run the battle normally.

34 As you keep talking to the goblin you see 3 more coming from the north. They look mad. Do you want to:

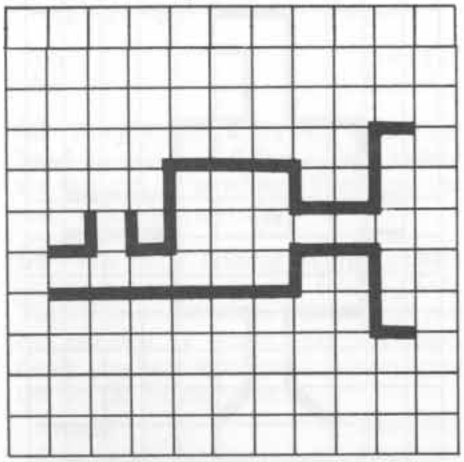
Run away?	Read 73
Fight?	Read 87

35 Although you try to talk to them, the goblins are ferocious and ready for a fight. One swings and hits you, for 2 points of damage. Do you want to:

Run away?	Read 73
Fight?	Read 87

36 You decide to go back to the start. Going west from here, the corridor turns south. You follow it back to the statue room. Read 58.

37 You go back to the room where you first found the goblins. Read 9.



Entry 43 map

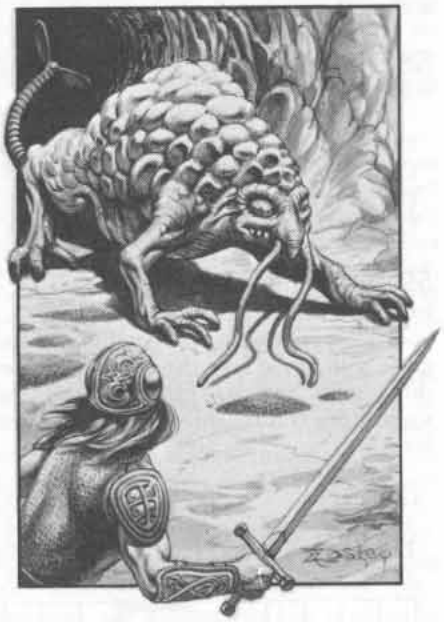
38 You go east down the long corridor, around the corner heading south, and come to the side passage leading into the strange room. Read 49.

39 The mouth roars, "YOU again?! Go away, pest!" You can't find anything of value here. Read 40.

40 From here, do you want to:

Go North?	Read 31
Go South?	Read 4

41 The creature is feasting on rust, and ignores you. You run past it through the room and arrive back at the statue room. Read 58.



42 You stop and listen, and hear squeaking noises to the east. Go back to 1.

43 The corridor goes 20' to the west and opens into a room, which looks like **Entry 43 Map** (add it to your map):

The room is empty, except for a few small piles of reddish dust. Do you want to:

Go back?	Read 5
Continue?	Read 45

44 As you approach a room, a giant rat jumps out of the shadows and bites you! You see 2 more giant rats in the room. Take 2 points of damage, and read 83.

45 You go into the room and look around. There is nothing here but the reddish dust. When you look closely at the dust, however, you realize that it's rust!

You hear a snort, and when you look up, you see a strange looking creature coming into the room from the western corridor. It looks like a giant armadillo with a long tail, and has 2 feathery feelers on the front.

It charges at you! Do you want to:

Talk to it?	Read 12
Run away?	Read 56
Fight?	Read 86

46 You try to bash the door open without using a key, but without success. The solid door remains securely closed. You eventually give up, passing the scattered skeleton bones as you head out to the main corridor. Read 62.

47 You try to *Turn* the skeletons like the cleric Aleena Turned the ghouls, but nothing happens. It's a special talent that clerics have, not fighters. Each skeleton swings at you again, but they both miss. Return to 26.

48 You get back to the Rust Monster room. Did you kill the Rust Monster?

Yes	Read 55
No	Read 67

49 You may go in and investigate the strange room, or you can go north or south. Do you want to:

Go North?	Read 31
Go South?	Read 4
Investigate?	Read 22

50 You greet the goblins in your own language, the Common Tongue. They look up, startled, and one growls something in its own language. The other smiles at you, and says "Why, hello there! What can we do for you?" The growling goblin starts heading north, apparently leaving the room. Do you want to:

Keep talking?	Read 69
Attack?	Read 33
Go back?	Read 20

51 You try to keep talking, but the goblin attacks; it misses. You suddenly hear more goblin noises to the north, and see 2 more goblins coming, with their swords out and looking very angry. Do you want to:

Run away?	Read 73
Fight?	Read 87

52 You go around the corner and look in the room, but nobody is there. There is nothing here to find, so you go back around the corner to the last room you were in. Read 9.

53 If you have already mapped this of the dungeon, read 38. If not, continue:

The corridor goes 50′ east from the room and then turns right, to the south. Peering around the corner, you see that the corridor goes 30′ south, and a side passage then opens to the west. When you get to that point, you see that the side passage goes 10′ west and opens into another room, with blue walls and a huge orange mouth on the opposite wall.

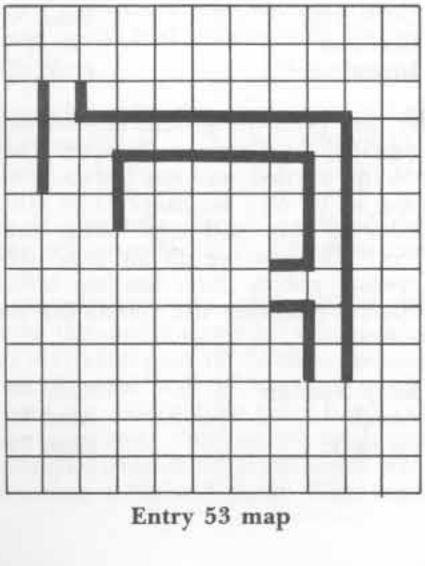
Read 49 after you add **Entry 53 Map** to your map:

54 The room looks like **Entry 54 Map** (add it to your map):

What are you expecting here? If you didn't find or hear any clues, read 18.

If you found some information about the creatures in this direction, read 19 instead.

55 You continue through the Rust Monster room, and get back to the statue room. Read 58.



Entry 53 map

56 As you turn to run away, the monster quickly attacks, and gets in your way. You cannot retreat! Read 86.

57 You search the room carefully, and you find a small scrap of paper in a niche (small hole) in one wall. Opening it, you discover a note, written in the Common tongue:

RATS EAST
GOBLINS NORTH
BEWARE WEST!

You can also see parts of the corridors leading out of the room, which look like **Entry 57 Map.**

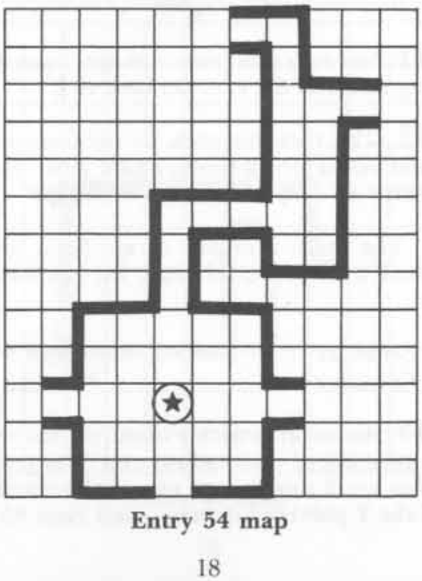
You find nothing else in the room. Return to 1.

58 From this room, you can go many ways. Do you want to:

Go East?	Read 79
Go West?	Read 43
Go North?	Read 10
Go South?	Read 2

59 As you approach the room, you hear more squeaks. You wisely shutter your lantern, leaving only a dim reddish glow, and peek into the room. You see three giant rats scurrying around and some scattered treasure nearby. Do you want to:

Go back?	Read 25
Talk to them?	Read 74
Try to scare them?	Read 77
Attack?	Read 68



Entry 54 map

60 Your armor, shield, sword, and dagger have all been turned to rust by the fearsome Rust Monster! But now that you have no more metal, the creature turns away from you, not interested any more. You can see, now, that it has no teeth or claws, and can't actually hurt you!

You watch as it ambles over to one of the piles of rust, and it starts to eat, ignoring you completely.

Keeping a careful eye on the creature, you look around the room. There are gems here and there, some covered by rust; you collect six of them! Their total value is 300 gp.

Since you are unprotected and unarmed, you go east to the first room and then go outside, heading for town.

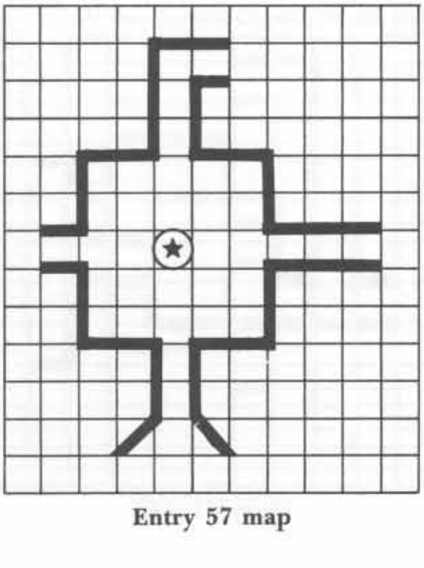
To find how many Experience Points you have earned, read 88. You will also have to go shopping for more armor and weapons. The shopping list is given in 89.

61 You peer into the skeleton room, and see that nothing has changed. If you already investigated the door, there is nothing more to do here; read 62.

If you want to investigate the door in this room, read 27.

62 You are at an intersection of the corridor to the north and the east-west corridor. Do you want to:

Go North?	Read 15
Go East?	Read 48
Go West?	Read 14



Entry 57 map

63 You leap out and attack the goblins! You will get two free swings before they can get their swords out. Read 85, and run the battle normally after taking your 2 free attacks.

64 You attack the goblin. Your first swing misses, and the goblin misses you. But you see, coming from the north corridor, two more goblins, waving swords and looking very angry. Do you want to:

Keep fighting?	Read 87
Run away?	Read 73

65 You have won the great goblin fight. Congratulations! It was a tough battle for one lonely fighter. Don't forget that you started the adventure with a *Potion of Healing*, which can cure all your damage if you haven't already used it.

Searching the area, you find 100 sp and 50 gp in small sacks that the goblins were carrying. Their swords look rusty and worthless, and they have nothing else of value. Do you want to:

Go west?	Read 36
Go north?	Read 21
Go east?	Read 53

66 You try to open the door, but without success. Your key doesn't seem to work. You hear a goblin voice say from the other side, in Common, "Go away! We don't want any!" You may keep trying, if you wish, but the goblins seem to have barred the door.

You must eventually go back, so read 37.

67 Since you didn't kill the Rust Monster, it's still there, eating rust. Are you dragging a large chest full of coins?

Yes	Read 81
No	Read 41

68 You jump out and swing at the rats. Read 83, but take 2 free swings before the rats can do anything! Then run the rest of the fight normally.

69 You keep talking as one goblin leaves, going north and turning left. The other tries to seem friendly, but you can tell that he doesn't like you. Suddenly, you hear more goblin noises from the north. Do you want to:

Attack?	Read 64
Run away?	Read 73
Keep talking?	Read 34

70 You have slain the horrible Rust Monster! Searching the room, you find 10 gems laying about, some in cracks and crevices, and some in the piles of rust. The total value of the gems is 600 gp! Now do you want to:

Go west?	Read 28
Go back east?	Read 6

71 You approach the room with caution, listening to the squeaking. But suddenly, three giant rats jump out of the shadows and attack! One of them bites you for 1 point of damage. Read 83.

72 You turn to run and a skeleton hits you again for 1 more point of damage. If you are still alive, you run south to a corridor, where you can turn east or west. Looking back, you see that the skeletons are not following you. You stop and catch your breath. Read 62

73 You decide to flee. As you turn to run, you are hit by one goblin's sword for 2 points of damage. (If your hit points reach zero, you are dead unless you can drink the potion; otherwise, continue.) You run back into the first room, and continue through it and out the south passage, toward sunlight.

A group of goblins is running after you, shouting and waving their swords. They stop at the cave entrance, and keep screaming and waving their swords; but there are too many of them. You decide to go home.

This is the end of this adventure. Read 88 to find your Experience Points and treasures. If you wish to buy some supplies, the Equipment List is given in 89.

74 You try to talk to the rats, but talking doesn't work. You only give yourself away, and they attack! One of them bites you for 1 hit point of damage. Read 83 to run the rest of the battle.

75 You have defeated the pair of goblins! But before you can look around the room, you hear noises from the north. Three more goblins are coming down the north corridor. They have their swords out and look angry. Do you want to:

Run away?	Read 73
Talk?	Read 35
Fight?	Read 87

76 You arrive in the rat room; it is empty. Do you want to:

Go north?	Read 17
Go west?	Read 6

77 You decide to scare the rats. You leap out and scream, waving your sword and flashing the light around. One of the giant rats runs off to the north, but the others attack you! Read 83.

78 You have won the battle with the giant rats! Searching the room, you find 100 cp and 100 sp scattered in the messy rat lair, and you put them in the sacks that you are carrying. Now do you want to:

Go North?	Read 17
Go West?	Read 6

79 If you have already been through this part of the dungeon, read 76. Otherwise, continue

The corridor goes 50′ east and opens into another room. What are you expecting here, and why? You may have found one or two clues.

If you haven't found or heard any clues, read 11.

If you only found a note that mentioned creatures, read 44.

If you only heard creature sounds, read 71.

If you did both (heard noise and found a note), read 59.

80 You put the key in the lock and turn until you hear it "click." Putting the key away you open the door.

There is a small room behind the door! The area looks like **Entry 80A Map** (add it to your map):

The room is empty except for one large chest by one wall. You walk over to it, and discover that it's made of heavy wood with metal bands around it. It isn't locked (luckily), so you carefully open it. But alas — it's trapped. Make a saving throw vs. Magic Wands! (You need to roll a 13 or higher on 1d20.)

This Saving Throw is used for many things. Generally, it indicates whether you jump out of the path of danger — such as the beam of a magic wand. However, in this case, the danger is a blade, mounted on the edge of the chest and connected to a metal spring. When you open the lid, the blade sweeps out toward you.

If you made the Saving Throw, you jump back as the blade misses you. However, if you missed the Saving Throw, you take 4 points of damage!

If you are struck down to zero hit points or less, you can grab your potion — if you still have it — and drink it before you pass out. It will cure you somewhat, but only back up to 4 hit points. If you don't have the potion left — sorry, but you are dead! (*Special note*: In group games, you will *not* be allowed to do this. Zero hit points indicates death, with no extra time to do anything.)

If the trap kills you, read 90. But if you survived the trap, continue reading.

You look in the chest and see hundreds of coins — 500 cp, 200 sp, and 200 ep. You start to close the chest and drag it out with you. But as you close the lid, you see a peep hole in the north wall, about an inch across. It was blocked by the door as you entered. You look through, and see a short corridor that goes north 20' and turns left. To the east, by the turn, is a large door with two stout bars across it. A goblin is standing by the door, apparently on guard. The area looks like **Entry 80B Map**.

There is a crack in the wall near this peep hole. You suddenly realize that the crack might be the edge of a secret door! This treasure chest must belong to goblins! However, you can't open the secret door, so you drag the chest back out, past the scattered bones of the dead skeletons and south to the main corridor. Read 62.

81 Oops! As you enter the room, the Rust Monster looks up from its feeding, grunts, and runs toward you. It rushes to the chest you are dragging, and before you can escape, it dissolves the metal bands around the chest. The chest comes apart, coins falling everywhere, and the creature gleefully turns all the coins to rust! Do you want to:

Go East?	Read 29
Go West?	Read 16
Attack the creature?	Read 86

82 If you guess the answer correctly, you may double the amount of treasure you have. If not, it *all* disappears, and your character is left with none.

The answer is "E." The letters stand for One, Two, Three, four, Five, Six, and Seven. The "next in the series" is Eight!

Now read 24.

83 You are having a battle with giant rats. Three of them are here, unless you scared one off. The area looks like **Entry 83 Map**.

GIANT RATS: 17 D: 1d3
You: 10 hp: 2 each

Run the battle normally, using the Combat Checklist to be sure that you are doing it correctly. If you don't remember what "1d3" means, read the section on "Dice" again (page 12).

All the rats will fight until dead. If you decide to run away, one rat will bite you as you turn to run (roll for damage). But then, if you are still alive, you can go back to the statue room. If so, read 58.

If you kill all the rats, read 78.

If the rats kill you, read 90.

84 You are fighting two skeletons.

SKELETONS: 16 D: 1d6
You: 10 hp: 4 each

Use the checklist to run the battle. The skeletons will fight until slain. If you decide to run away, read 72.

If you kill the skeletons, read 13.

If the skeletons kill you, read 90.

85 You are fighting two goblins!

GOBLINS: 17 D: 1d6
You: 11 hp: 5 each

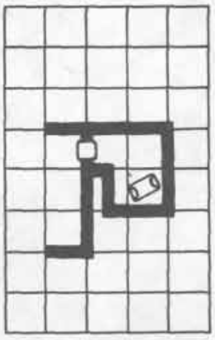
Remember to make *two* rolls for the monsters; each one gets a swing after you make yours.

Use the checklist to be sure that you are running the battle correctly.

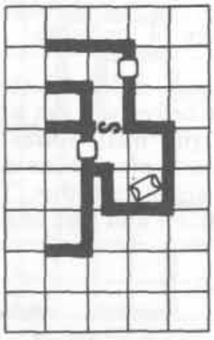
If you decide to run away, read 73.

If you kill the goblins, read 75.

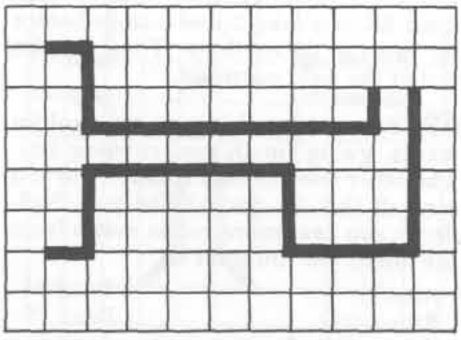
If the goblins kill you, read 90.



Entry 80A map



Entry 80B map



Entry 83 map

COMBAT CHECKLIST

Player Actions

1. Make a Hit roll
2. If you hit, roll 1d6 to find the damage done to the monster, adding 2 for your Strength bonus; then:
3. Subtract that damage from the monster's hit points. When its hit points reach zero, the monster is dead.

Monster Actions

4. Make Hit Rolls, 1 for each monster (there may be more than one monster attacking at the same time!);
5. For each attack that hits you, roll to find the Damage done to you, using the dice indicated. Then:
6. Subtract that damage from your hit points. If your hit points reach zero, you are dead.

86 You are fighting the Rust Monster!

RUST MONSTER:	13	D:	rust
You:	15	hp:	15

Use the checklist to be sure that you are running the battle correctly.

If the rust monster hits you, it does no damage at all. Instead, it makes metal turn to rust! As you run the battle, use the following notes to find the effects of each hit.

If you decide to run away, the monster gets one free attack, but only needs a Hit Roll 9 or better. You can run away after that, but you can only run either east (back to the statue room) or west. If you run east, read 1; if you go west, read 28.

If you kill the rust monster, read 70.

If you have been here before, you might not have some of the items mentioned below. Resume the battle wherever you left off, and remember to keep track of the equipment you have left.

First Hit: your shield turns to rust and falls apart. Now the Rust Monster only needs an 11 or better to hit you. Read the "Special Note" below.
Second Hit: Your Armor turns to rust. Now the creature only needs a roll of 6 or higher to hit.
Third Hit: Your sword turns to rust! You must get out a dagger if you want to continue the fight.
Fourth Hit: Your dagger turns to rust! You have no more weapons. Read 60.

Special Note: When you lose your armor or shield, you become easier to hit. *All* monsters you encounter afterward will gain bonuses to their Hit Rolls. If you lose your shield, give them a **+1** bonus. If you lose your armor, give them a total bonus of **+7** to their Hit Rolls.

Note this special bonus on your scrap paper, and apply it to *all* battles until you get new armor or shield.

87 You are fighting three goblins!

GOBLINS:	17	D:	1d6
You:	11	hp:	5 each

Remember to make *three* rolls for the monsters; each one gets a swing after you take yours.

Use the checklist to be sure that you are running the battle correctly.

If you decide to run away, read 73.
If you kill the goblins, read 65.
If the goblins kill you, read 90.

88 When you complete this adventure, you get Experience Points. First, add up all the treasure you brought out of the dungeon (ignore anything you lost), and figure out how much it is all worth, in gold pieces. (The explanation of the Money system is on page 10.) You will get 1 XP for each 1 gp worth of treasure you find — in addition to getting the treasure.

After adding up the treasure, find out how much Experience you get for slaying monsters, according to this chart:

Giant Rats	5 each
Goblins	5 each
Skeletons	10 each
Rust Monster	300

Add that total to your treasure total to get the total number of Experience Points awarded for this adventure. To determine your +10% bonus, drop the last number, and add it to the total awarded. Then add the adjusted total XP earned to the current XP on the back of your character sheet, to find your new total overall. To finish up, add the treasure you found to the money you already had.

EXAMPLE: Imagine that you killed the Rust Monster and found 6 gems there, with a value of 600 gp. You also killed 3 giant rats, finding 100 cp and 100 sp. Imagine that you have no other notes.

Looking on the conversion chart, you see that 100 cp = 1 gp; 100 sp = 10 gp. Adding that to the gem value, your newly found treasure is worth a total of 611 gp.

For monsters, you get 300 XP for the rust monster, plus 15 XP for the giant rats (5 each). That total is 315. Adding it to the 611 for treasure, your total XP award is 926.

To find your 10% bonus, drop the 6. Add the bonus of 92 to the award of 926, for an adjusted total XP of 1018. Then you add that to your current 523 XP, for a new total XP of 1541 — less than 500 XP from 2nd Level! Lastly, you add the actual treasure — 6 gems (worth 600 gp), 100 cp, and 100 sp — to your treasure list.

That finishes this adventure. You may go to the next adventure, or you may wish to go shopping. If you want to buy something now, read 89.

89 You want to go shopping. Instead of making an adventure out of it (like the beginning of this trip), you may simply imagine that you are visiting the various shops in town, buying whatever you need. The items you may buy — armor, weapons, and other equipment — are listed below, along with their prices.

To make a shopping trip, first write down the items you want, and their prices, on a piece of scrap paper. Then add up the total cost. If you can afford what you want, subtract that total cost from your treasure. Write the items in the "Normal Items" section on the back of the Character Sheet. Be sure to write the new total treasure in the Money box.

WEAPONS AND EQUIPMENT

Item	Cost (in gp)
Weapons	
Dagger	3
Sword	10
Armor	
Leather Armor	20
Chain Mail Armor	40
Plate Mail Armor	60
Shield	10
Other Equipment	
Backpack, leather	5
Flask of Oil	2
Lantern	10
Mirror (hand-sized, steel)	5
Pole (wood, 10′ long)	1
Rations:	
Iron Rations (preserved food for 1 person for 1 week)	15
Standard Rations (unpreserved food for 1 person for 1 week)	5
Rope (50′ long)	1
Sacks:	
Small	1
Large	2
Tinder Box (flint, steel, dry wood shavings and twigs)	3
Torches (6)	1
Waterskin (or wineskin)	1
Wine (1 quart)	1

(Note: There are more weapons and equipment available in group adventures. See the complete list in the center of this book.)

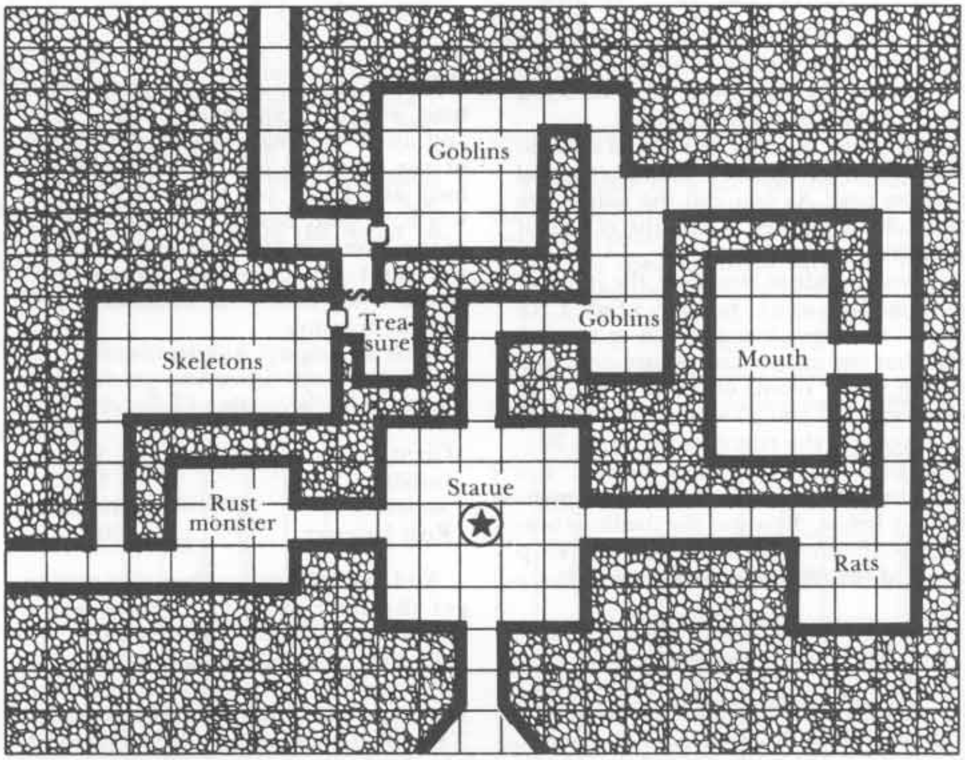
90 Your character has been lost in the dungeon. Don't be upset; it can happen in any DUNGEONS & DRAGONS game, and often does, through no fault of yours. That is the end of this adventure.

You may start over, if you wish. To do that, be sure *not* to keep any treasure you may have found before you died. The character should have exactly the same equipment, treasure, and hit points as when you started this adventure. In other words, you start over. If you want to do this, read 1.

After the adventure . . .

A map of the entire dungeon is given here. Check your map against it to see if you made any mistakes.

If you had problems with any part of the dungeon, go back and read the difficult section again. Now that you have learned the basics of the game, you will probably see what went wrong.



Solo adventure map

DUNGEONS & DRAGONS® Characters

What comes next?

You have now learned most of the details needed to play a character in DUNGEONS & DRAGONS games. You may now play more Solo Adventures, if you like. Several Solo Adventures are sold separately, including: adventure module **M1, Blizzard Pass** and **M2, Maze of the Riddling Minotaur**.

However, most of the fun of a DUNGEONS & DRAGONS game comes from playing in a group. To play in a group, one person must be the Dungeon Master (or DM). The DM is the person who plays the parts of the monsters and runs the game. A new DM should read the first section of the other booklet in this set, the DUNGEON MASTERS RULEBOOK, before starting the game. It explains all the information needed, and includes a step-by-step game for everyone to enjoy while learning. But a new DM should *not* try to run a game before looking at that book.

A group game is best with 3-6 players. Each player should know how to play. If there is time, each person should read through this booklet, just as you have. You may also teach someone yourself, by explaining what you have learned, giving them one of the simple characters in this booklet (the Fighter, or Dwarf for example), and helping them during the game.

When you play in a group, you may play your fighter, or you may choose any of the other six characters included in the center of this booklet. Before the game, be sure to read the description of the Character Class (pages 24-47), even if you are still playing your fighter. Several players can all have the same fighter character, if different names are used. Fighters are always needed. If you have 4-6 people in the group, try to play most of the characters given.

If you have time, read the rest of this booklet to see what other information is given. More details on group games are given on pages 53-58. Some additional rules, to add when you are familiar with playing in a group, are explained on pages 59-62. Don't try to memorize everything, but try to remember the types of things explained. During a game, use the Index on page 64 to locate information you need.

Character Classes

Most D&D characters will be humans. A human can be a Cleric, Fighter, Magic-User, or Thief. Humans are the most widespread of all intelligent beings.

A character may also be a non-human: a Dwarf, Elf, or Halfling. Each of these classes is also a separate race of beings. They are all commonly known as "Demi-humans," because they seem to be partially human. The demi-human races are all distantly related to the human race.

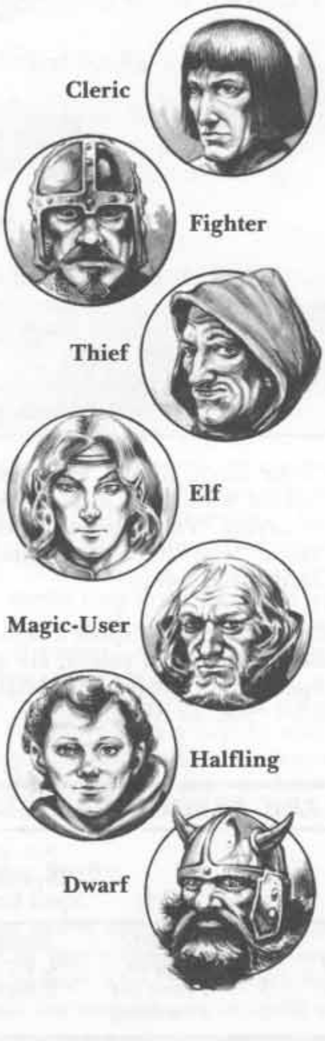
One sample character for each of the seven classes is included in the center of this booklet. You may play those characters in group games, but before you do, be sure to read the full description of the class.

You may create a new character instead of using those in this booklet. When you do, you will roll dice to determine Ability Scores. If the scores are high enough, the character can be a demi-human; otherwise, the character *must* be human. The rules for creating characters are given on pages 48-52.

Prime Requisite

Each character class has a specialty. For example, a fighter's specialty is Strength; a cleric's is Wisdom. This specialty is called the Prime Requisite for the class (abbreviated "PR").

If a character's PR score is above average, the character gains a bonus every time Experience Points are earned. See the Prime Requisite Adjustment Table. If the PR is below average, a penalty is applied.



The Prime Requisite for each class is given in each class description. Finding the bonus or penalty is part of the procedure for creating new characters. You will not need it until then.

PRIME REQUISITE ADJUSTMENT TABLE

Prime Requisite Score	Adjustment to Experience
3-5	− 20%
6-8	− 10%
9-12	No adjustment
13-15	+ 5%
16-18	+ 10%

Saving Throws

Each character class will have a Saving Throw Table. Copy the numbers onto your character sheet. Your Dungeon Master will tell you when you need them. To make a Saving Throw, roll 1d20. If the result is equal to or greater than the number given your Saving Throw is successful.

Cleric

Description

A cleric is a human character who is dedicated to serving a great and worthy cause. This cause is usually the cleric's Alignment; for example, a cleric may be dedicated to spreading law and order. A cleric has good fighting skills, and can also learn to cast spells after gaining a Level of Experience. A first level cleric **cannot** cast any spells.

In D&D games, as in real life, people have ethical and theological beliefs. This game does *not* deal with those beliefs. All characters are assumed to have them, and they do not affect the game. They can be assumed, just as eating, resting, and other activities are assumed, and should not become part of the game.

A cleric's spell powers come from the strength of the cleric's beliefs. The cleric sits and meditates, and mystically learns spells. These spells can then be used during an adventure. Most clerical spells are for curing, protection, and gathering information. Cleric spells are different from magic-user spells. Clerics can use *only* their own type of spells.

Your cleric also can fight monsters. A cleric can wear any type of armor, like a fighter, and must be ready for combat at any time. Unlike magic-users, whose spells are often used during battles, a cleric's spells are usually needed *after* battles (such as cures) or for general exploring (such as detecting things).

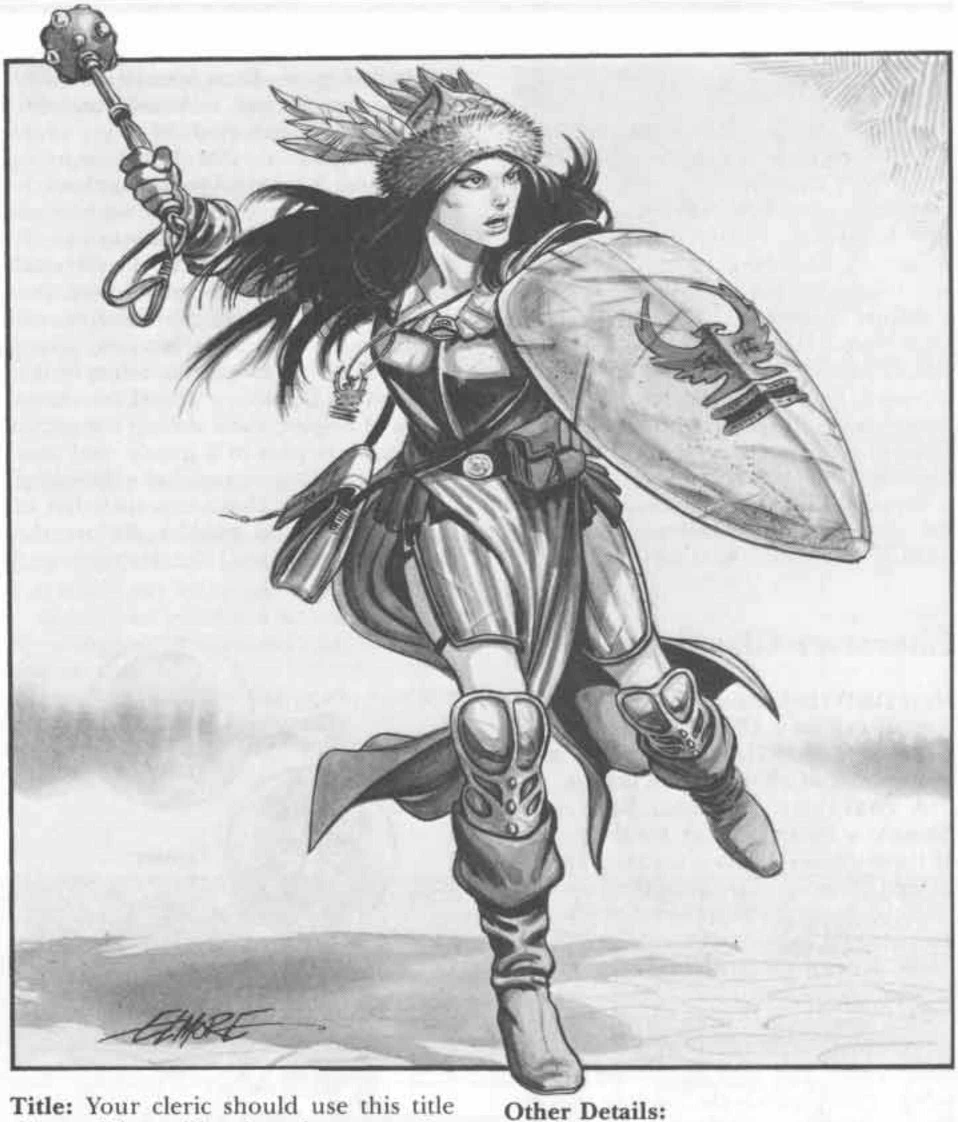
If your party has enough fighters, your cleric should not need to fight often. But you are equipped for fighting if your combat skill is needed. Watch for ways that your spells can help, whether before, during, or after battles.

CLERIC SAVING THROW TABLE

Death Ray or Poison	11
Magic Wands	12
Paralysis or Turn to Stone	14
Dragon Breath	16
Rods, Staves, or Spells	15

Explanation of Cleric Experience Table

XP: When this number of Experience Points have been earned, the cleric automatically moves up to the next Level of Experience.



Title: Your cleric should use this title when talking with other characters. Instead of saying "I'm Clarion, a Second Level cleric," the character should say "I'm Clarion, the Adept."

Spells: The number of spells a cleric can cast, and their level of power, are given here. Spells are explained in detail below, under "Special Abilities."

CLERIC EXPERIENCE TABLE

XP	Level	Title	No. of Spells/ Spell Level
0	1	Acolyte	None
1500	2	Adept	1 First
3000	3	Priest (or Priestess)	2 First

Other Details:

Prime Requisite: A cleric's PR is Wisdom. If a cleric has a Wisdom score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

Hit Dice: A six-sided die (1d6) is used to determine a cleric's hit points. A cleric starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

Armor: A cleric may wear any kind of armor, and may use a shield.

Weapons: A cleric *cannot* use any weapon with a sharp edge; this is forbidden by the cleric's beliefs. A cleric may only use a mace, club, war hammer, or sling.

Special Abilities

A cleric has two Special Abilities: Turning Undead monsters and casting Cleric Spells.

1. Turning Undead

A cleric has the power to force away certain monsters called the "Undead" (skeletons, zombies, ghouls, wights, and other more powerful types). No other class has any special effect on the Undead. This special ability is called "Turning" the Undead monsters.

When a cleric encounters an Undead monster, the cleric may either attack it normally (with a weapon or spell), *or* try to Turn it. The cleric cannot both attack and Turn Undead in one round.

When you want your cleric to try to Turn Undead, just tell your Dungeon Master "I'll Turn the Undead."

The Undead monsters are *not* automatically Turned by the cleric. When the encounter occurs, the player must refer to the Cleric Turning Undead Table to find the effect the cleric has.

Using the Cleric Turning Undead Table:

When the cleric encounters an Undead monster, find the cleric's Level of Experience on the left side of the chart. Then read across to the column under the name of the Undead monster, and apply the results immediately. If the attempt succeeds, one or more of the Undead monsters will retreat, but may soon return.

Explanation of Results

7, 9 or 11: Whenever a number is given, the cleric has a chance to Turn the Undead monsters. The player rolls 2d6 (two six-sided dice). If the total is equal to or greater than the number given, the attempt at Turning Undead is successful. A cleric's chances improve as more Levels of Experience are earned.

T: The attempt at Turning the Undead automatically succeeds.

N: No Effect. The cleric cannot Turn that type of undead.

CLERIC TURNING UNDEAD TABLE

Cleric's Level	Undead Monster Skeleton	Zombie	Ghoul	Wight
1	7	9	11	N
2	T	7	9	11
3	T	T	7	9

Success: If the attempt at Turning Undead succeeds, the Dungeon Master will roll 2d6 to determine the number of Hit Dice of Undead monsters that turn away. You might not Turn all the monsters encountered, but if you succeed in Turning, at least one will be affected. A Turned monster will not touch the cleric and will flee as far from him as possible.

2. Clerical Spells

When a cleric reaches the 2nd Level of Experience (having earned 1500 XP or more), the cleric can use spells.

Learning Spells:

To learn a spell, the cleric meditates. The memory and details of the spells appear in the cleric's mind. The spells may be cast at any time thereafter. The cleric will remember each spell until it is cast, even if it is not used for days or weeks.

As a player, all you need to do is choose whatever spells you want your character to have. This can *only* be done at the start of an adventure. You may choose any of the spells described hereafter. You may *not* choose any magic-user spells; they are a different type.

A 2nd Level cleric can cast *one* spell per adventure. A 3rd Level cleric can cast *two* spells per adventure.

In more advanced games, adventures may last more than a day. In such cases, a cleric can gain spells each morning, if completely rested. Any and all spells may be changed at this time, if desired.

Casting Spells:

In the game, when you want your character to cast a spell, just tell your Dungeon Master. The DM may ask for some details; for example, some spells are cast at a target, and you must tell the DM what the target is. The player does *not* have to learn any special words. *For example:* "I'm casting a Cure Light Wounds on Ruggin, the dwarf."

When the cleric casts a spell, the memory of that spell is forgotten. Imagine that your cleric's memory is like a blackboard. The knowledge of the spells appear on it, but each spell is erased as it is cast. If your character knows two of the same spells and casts one, the other still remains to be used.

The character *must* be able to gesture and speak normally to cast a spell. While casting a spell, the cleric must stand and concentrate. Spells cannot be cast while the character is walking or running. If the cleric is disturbed while casting a spell, the spell will be ruined, and will still be "erased," just as if it had been cast.

Spells must be cast one at a time. If the character wants to cast more than one (for example, two Cure Light Wounds spells just after a battle), the fastest they can be cast is one each round.

Types of Spells:

Some spells have an instant effect. For example, a **Cure Light Wounds** spell instantly cures damage. Other spells may be different; the cleric may cast a spell to gain special abilities for a short time, or give those abilities to a friend. For example, a **Remove Fear** spell helps the recipient (the creature upon whom the spell is cast) to resist fear caused by magical effects or spells.

Saving Throws versus spells:

Some spells only have full effect if the victim fails a Saving Throw vs. Spells. If a Saving Throw is allowed, it is mentioned in the spell description.

Clerical Spell Explanations:

Each spell has a listed Range, Duration, and Effect.

Range: The character should be sure that the target is within range before casting the spell. If the description says "Range: 0," the spell may only be used by the cleric, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the cleric touches — including the cleric himself (or herself, as the case may be).

Duration is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

Effect of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

Spell Power:

When a cleric reaches 4th level, more powerful spells can be cast. These are given in the D&D EXPERT Set. The power of a spell is described in a way similar to the power of a character. Spells of the lowest level of power are called "First Level" spells. The D&D EXPERT Set describes spells of the Second, Third, Fourth, and Fifth level. Sixth and Seventh level spells are described in the D&D COMPANION Set.

Clerical Spell Descriptions

FIRST LEVEL CLERIC SPELLS

1. Cure Light Wounds*
2. Detect Evil*
3. Detect Magic
4. Light*
5. Protection From Evil
6. Purify Food and Water
7. Remove Fear*
8. Resist Cold

*These spells may be "reversed" (that is, learned and cast with an effect exactly opposite from the original) in the D&D EXPERT Set. A cleric must reach the Fourth Level of Experience before learning how to reverse spell effects.

Cure Light Wounds*

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell will either heal damage or remove paralysis. If used to heal, it will cure 2-7 (1d6+1) points of damage. It will *not* heal any damage if used to cure paralysis. The cleric may cast it on himself (or herself) if desired.

This spell will never increase a creature's total hit points above the original amount.

EXAMPLE: Your first fighter started with 8 hit points. You were damaged in the battle with the snake, down to 4 hit points. Aleena cast a **Cure Light Wounds** spell and touched you. She rolled a 6, curing a total of 7 points of damage, but your hit points returned to 8, the amount you started with. The "extra" 3 points were not counted.

Detect Evil

Range: 120′
Duration: 6 turns
Effect: Everything within 120′

When this spell is cast, the cleric will see evilly enchanted objects within 120′ glow. It will also cause creatures that want to harm the cleric to glow when they are within range. The actual thoughts of the creatures cannot be heard. Remember that "Chaotic" does not automatically mean Evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60′

When this spell is cast, the cleric will see magical objects, creatures, and places within range glow. It will not last very long, and should be saved until the cleric wants to see if something found during an adventure is, in fact, magical. For example, a door may be held shut magically, or a treasure found might be enchanted; in either case, the magic item, creature, or effect will glow when it is within the effect.

Light

Range: 120′
Duration: 12 turns
Effect: Volume of 30′ diameter

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as the cleric's weapon), the light will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack.

Protection from Evil

Range: 0
Duration: 12 turns
Effect: The cleric only

This spell creates an invisible magical barrier all around the cleric's body (less than an inch away). All attacks against the cleric are penalized by −1 to their Hit rolls, and the cleric gains a +1 bonus to all Saving Throws, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the cleric! If a magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. Any creature which is magically summoned or controlled (such as a Charmed character) is also considered to be an "enchanted" creature. The barrier thus completely prevents all attacks from those creatures unless they use missile weapons.

This spell will not affect a **Magic Missile** (magic-user's) spell. If the cleric attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

Purify Food and Water

Range: 10′
Duration: Permanent
Effect: See below

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of food (either Iron or Standard rations), or 6 waterskins of water, or enough normal food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature.

Remove Fear*

Range: Touch
Duration: 2 turns
Effect: Any one living creature

When the cleric casts this spell and then touches any living creature, the spell will calm the creature and remove any fear. If the creature is running away due to magically created fear, the creature may make another Saving Throw vs. spells, adding a bonus to the roll equal to the cleric's Level of Experience, up to a maximum bonus of +6. If the Saving Throw is successful, the creature may stop running. A roll of 1 will always fail. This Saving Throw, with bonus, may be made even if the fear was so powerful as to allow *no* Saving Throw at first!

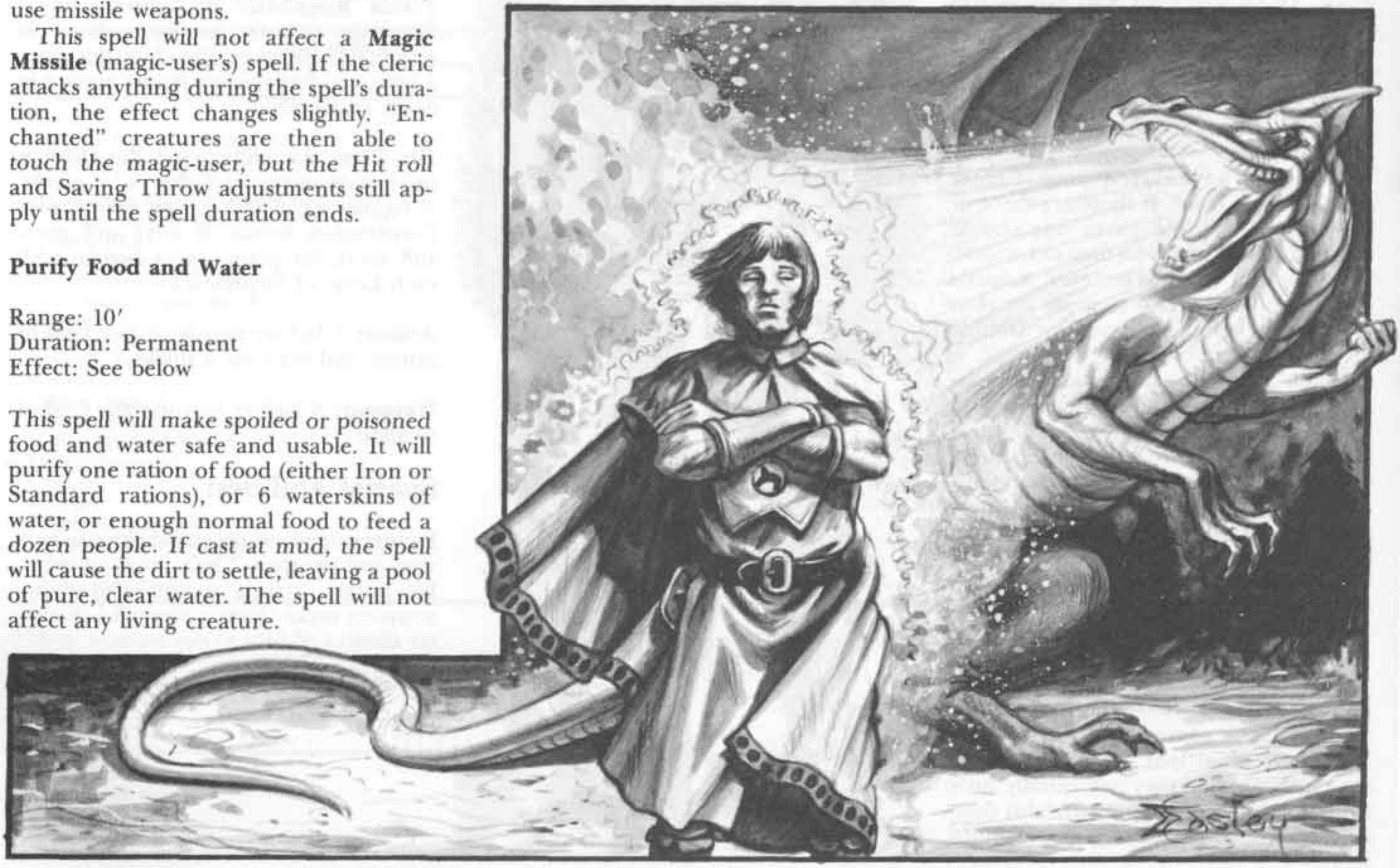
EXAMPLE: A 3rd Level cleric casting this spell gives a bonus of +3 to the Saving Throw of the creature touched.

Resist Cold

Range: 0
Duration: 6 turns
Effect: All creatures within 30′

When this spell is cast, all creatures within 30′ of the cleric can withstand freezing temperatures without harm. In addition, those affected gain a bonus of +2 to all Saving Throws against cold attacks. Furthermore, any damage from cold is reduced by −1 per die of damage (but with a minimum of 1 point of damage per die). The effect will move with the cleric.

EXAMPLE: The party sees a white dragon approaching (whose breath is a blast ray of cold), so the cleric warns the others to stay near and casts this spell. All characters who remain within 30′ of the cleric gain a +2 bonus to their Saving Throws vs. Dragon Breath.



Fighter

Description

A fighter is a human who studies combat. Fighters usually have greater Strength than other characters. They usually hit monsters more often, and inflict more damage.

In the D&D game, fighters protect the weaker characters. A party of all fighters would probably survive most dungeons, even where magic would be useful. Every group of explorers should have at least one or two fighters.

Strength is needed in many game situations. For example, a door may be stuck, or a huge boulder may block the party's progress; a strong fighter can often solve these problems. Magic might also work, but magic is limited, and a fighter can use strength as often as needed.

Your fighter could probably survive a dungeon adventure when exploring alone. This is why your Solo Adventures have been designed for fighters. The other classes are not as self-sufficient as the fighter. Magic-users and thieves are much weaker, and although clerics can wear any type of armor, they are limited in other ways.

In group adventures, your fighter should stay in front. If there are three or more fighters in the party, one should stay in the back, in case a monster tries to sneak up on you. Whenever a battle occurs, don't be afraid to move in; your character is better equipped for combat than any other type.

When a group is surprised, the monsters may damage the characters before they have a chance to react. Fighters have a better chance at surviving these dangers, since they have more hit points.

A fighter character should know more about the many weapons than other characters. Be sure to read the Combat section, on page 59, to learn how to use both hand-to-hand and missile weapons. Learn the forms of Defensive Movement described in the same section, so you can play your fighter most effectively when those rules are added to your game.

Fighters often look for magical healing potions, since they are usually hurt in battles. Magical weapons are also valuable, adding bonuses to Hit and Damage Rolls.

FIGHTER SAVING THROW TABLE	
Death Ray or Poison	12
Magic Wands	13
Paralysis or Turn to Stone	14
Dragon Breath	15
Rods, Staves, or Spells	16

FIGHTER EXPERIENCE TABLE

XP	Level	Title
0	1	Veteran
2000	2	Warrior
4000	3	Swordmaster

Explanation of Fighter Experience Table:

XP: When this number of Experience Points have been earned, the fighter automatically moves up to the next Level of Experience.

Title: Your fighter should use this title when talking with other characters. Instead of saying "I'm Fleetwood, a Second Level fighter," the character should say "I'm Fleetwood, the Warrior."

Other Details:

Prime Requisite: A fighter's PR is Strength. If a fighter has a Strength score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

Hit Dice: An eight-sided die (1d8) is used to determine a fighter's hit points. A fighter starts with 1-8 hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each Level of Experience.

Armor: A fighter may wear any kind of armor, and may use a shield.

Weapons: A fighter may use any kind of weapon.

Special Abilities:

Fighters need no special abilities to survive and prosper. Their great strength, hit points, strong armor and many weapons make them a powerful character class.

Creating a new character

1. Roll for Ability Scores

2. Choose a Class

3. Exchange Ability Score points

Your Prime Requisite (and *only* that score) goes up 1 point for each 2 points that another Ability Score goes down.

Constitution and Charisma points can never be exchanged with others.

Dexterity cannot be lowered (but it may be raised if you have a Thief or Halfling character).

No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

4. Roll for Hit Points (see Character Classes)

5. Roll for Money (gp = 3d6 x 10)

6. Buy equipment: (see Equipment List)

7. Figure out your:

  a. Armor Class
  b. Character Hit Roll Table
  c. Saving Throws (see Combat)

8. Note adjustments for Ability Scores

9. Give your Character a Name and Alignment

10. Get ready to play

HUMANS

Class	**Prime Requisite**
Fighter	Strength
Magic-User	Intelligence
Cleric	Wisdom
Thief	Dexterity

(No minimum scores for human characters)

DEMI-HUMANS

Class	**Minimum Scores**	**Prime Requisites**
Dwarf	Con 9	Str only
Elf	Int 9	Str + Int
Halfling	Con 9 Dex 9	Str + Dex

Complete list: weapons and equipment

WEAPONS

Item	**Cost (in gp)**
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
Crossbow Lt. (fires quarrels)	30
Case with 30 quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Normal Sword	10
Two-Handed Sword	15
Other Weapons:	
*Mace	5
*Club	3
Pole Arm (two-handed)	7
*Sling with 30 Sling Stones	2
Spear	3
*War Hammer	5

*These weapons may be used by a cleric

ARMOR

Item	**Cost (in gp)**
Leather Armor	20
Chain Mail Armor	40
Plate Mail Armor	60
Shield	10

EQUIPMENT

Item	**Cost (in gp)**
Backpack	5
Flask of Oil	2
Holy Symbol	25
Holy Water (1 vial)	25
Lantern	10
Mirror (hand-sized, steel)	5
Pole (wood, 10′ long)	1
Rations:	
Iron Rations (preserved food for 1 person for 1 week)	15
Standard Rations (unpreserved food for 1 person for 1 week)	5
Rope (50′ long)	1
Sacks:	
Small	1
Large	2
Spikes (iron, 12) and small Hammer	3
Thieves' Tools	25
Tinder Box (flint, steel, dry wood shavings and twigs)	3
Torches (6)	1
Waterskin (or wineskin)	1
Wine (1 quart)	1
Wolfsbane (1 bunch)	10

(Note: Items will be added to this list in the D&D EXPERT Set.)

Character classes

CLERIC

Hit Dice: 1d6 per level

XP	Level	Title	No. of Spells/ Spell Level
0	1	Acolyte	None
1500	2	Adept	1 First
3000	3	Priest (or Priestess)	2 First

CLERIC TURNING UNDEAD

Cleric's Level	Undead Monster Skeleton	Zombie	Ghoul	Wight
1	7	9	11	N
2	T	7	9	11
3	T	T	7	9

FIGHTER

Hit Dice: 1d8 per level

XP	Level	Title
0	1	Veteran
2000	2	Warrior
4000	3	Swordmaster

MAGIC-USER

Hit Dice: 1d4 per level

XP	Level	Title	No. of Spells/ Spell Level
0	1	Medium	1 First
2500	2	Seer	2 First
5000	3	Conjurer	2 First plus 1 Second

THIEF

Hit Dice: 1d4 per level

XP	Level	Title
0	1	Apprentice
1200	2	Footpad
2400	3	Robber

THIEF SPECIAL ABILITY TABLE

Special Ability		Level of Experience 1	2	3
Open Locks	(d%)	15	20	25
Find Traps	(d%)	10	15	20
Remove Traps	(d%)	10	15	20
Climb Walls	(d%)	87	88	89
Move Silently	(d%)	20	25	30
Hide in Shadows	(d%)	10	15	20
Pick Pockets	(d%)	20	25	30
Hear Noise	(1d6)	1-2	1-2	1-3

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. "Hear Noise" is determined in a similar way, using 1d6.

DWARF

Hit Dice: 1d8 per level

XP	Level	Title
0	1	Dwarven Veteran
2200	2	Dwarven Warrior
4400	3	Dwarven Swordmaster

Detect traps, sliding walls, sloping corridors, new constructions: 2/6
Infravision 60′

ELF

Hit Dice: 1d6 per level

XP	Level	Title	No. of Spells/ Spell Level
0	1	Veteran-Medium	1 First
4000	2	Warrior-Seer	2 First
8000	3	Swordmaster-Conjurer	2 First plus 1 Second

Detect secret or hidden doors: 2/6
Immune to paralysis from ghouls
Infravision 60′

HALFLING

Hit Dice: 1d6 per level

XP	Level	Title
0	1	Halfling Veteran
2000	2	Halfling Warrior
4000	3	Halfling Swordmaster

Combat Bonuses:

−2 bonus to Armor Class when attacked by creatures larger than man-size

+1 bonus to the Hit Roll when using any missile (see "Additional Rules")

+1 bonus to Individual Initiative

Hide in woodlands 90% success
Hide in dungeon (shadows) ⅓

ENCUMBERED MOVEMENT RATES TABLE

Encumbrance	Normal Speed (Feet per turn)	Encounter Speed	Running Speed
		(Feet per round)	
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400	15	5	15
2401 and more	0	0	0

Basic Encumbrance: unarmored = 300 cn; armored = 700 cn

A gem is counted as 1 cn, and other treasures (potions, jewelry, and so forth) are counted as 10 cn each.

CONTAINER VOLUME

Small sack	200 cn
Backpack	400 cn
Large sack	600 cn
Saddle bag	1000 cn

MULE MOVEMENT/ENCUMBRANCE

Encumbrance	Movement Rate
up to 3000 cn	120′/turn
3001-6000 cn	60′/turn
6001 cn or more	0

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name ______________________

Dungeon Master ______________________

Character's Name ______________________

Alignment ______________________

Class ______________________

Level ______________________

3
Armor Class

6
Hit Points

Character Sketch or Symbol

ABILITIES:

16 **STRENGTH** ________ adjustment

7 **INTELLIGENCE** ________ adjustment

9 **WISDOM** ________ adjustment

13 **DEXTERITY** ________ adjustment

14 **CONSTITUTION** ________ adjustment

8 **CHARISMA** ________ adjustment

SAVING THROWS:

12 **POISON or DEATH RAY**

13 **MAGIC WAND**

14 **TURN TO STONE or PARALYSIS**

15 **DRAGON BREATH**

16 **SPELLS or MAGIC STAFF**

LANGUAGES: ____

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

TARGET AC:	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
HIT ROLL NEEDED	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**

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DUNGEONS & DRAGONS® Character Record Sheet

EQUIPMENT CARRIED

MAGIC ITEMS	NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE	EXPERIENCE
PP: GP: EP: SP: CP: TOTAL VALUE:	BONUS/PENALTY: ____________ Needed for next level: ____________
GEMS:	

Sample Characters

One sample of each character class is provided here for your convenience. You may use these characters in group adventures, but *not* in the Solo Adventure in this booklet.

To start one of these characters, copy the information onto a character sheet (sold separately) or onto a piece of blank paper, using your first fighter's character sheet as a guide.

The Saving Throws for each character are given in the character class description (pages 24 – 47). Be sure to read the full description before you play the character!

Cleric

9 Strength
11 Intelligence
17 Wisdom (+2 bonus to Saving Throws vs. magic)
8 Dexterity (−1 penalty to missile fire Hit rolls; +1 penalty to AC)
14 Constitution (+1 bonus to hit point rolls)
16 Charisma (+1 bonus to reactions)

Armor Class: 5 (includes Dexterity penalty)
Hit Points: 6 (roll of 5, +1 Constitution bonus)
Money: 10 gp
XP: 0
Equipment:
Chain mail & shield
Holy Symbol
Backpack
6 tinder box torches
2 waterskins (full)
2 large sacks
Mace
1 flask oil
Iron rations
Rope (50′)
2 small sacks

See page 24 for special abilities and full class description.

Dwarf

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
7 Intelligence
11 Wisdom
14 Dexterity (+1 bonus to missile fire Hit rolls, −1 Armor Class bonus)
9 Constitution
9 Charisma

Armor Class: 1 (includes Dexterity bonus)
Hit Points: 6 (roll of 6, no adjustments)
Money: 7 gp
XP: 0
Equipment:
Backpack
Plate mail armor
Sword (normal)
Small hammer
Rope (50′)
1 full wineskin
Iron rations
Shield
Dagger
12 iron spikes
Wolfsbane

See page 45 for special abilities and full class description.

Magic-User

8 Strength (−1 penalty to Hit rolls, damage rolls, opening doors)
17 Intelligence (+2 added languages)
11 Wisdom
16 Dexterity (+2 bonus on missile fire Hit rolls, −2 Armor Class bonus)
14 Constitution (+1 bonus to hit point rolls)
9 Charisma

Armor Class: 7 (includes Dexterity bonus)
Hit Points: 4 (roll of 3, +1 Constitution bonus)
Money: 10 gp
XP: 0
Equipment:
Backpack
1 silver dagger
Lantern
Tinder box
1 waterskin (full)
2 small sacks
Iron rations
1 Holy water
4 flasks oil
Small metal mirror
1 wineskin (full)
2 large sacks

Spell Book: Read Magic, Sleep

See page 37 for special abilities and full class description.

Elf

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
9 Intelligence
7 Wisdom (−1 penalty on Saving Throws vs. magic)
14 Dexterity (+1 bonus to missile fire Hit rolls, −1 Armor Class bonus)
9 Constitution
11 Charisma

Armor Class: 3 (includes Dexterity bonus)
Hit Points: 5 (roll of 5, no adjustments)
Money: 10 gp
XP: 0
Equipment:
Backpack
Chain mail armor
Long bow
Sword (normal)
2 small sacks
Wolfsbane
Iron rations
Shield
20 arrows
Rope (50′)
1 large sack

Spell Book: Read Magic, Charm Person

See page 46 for special abilities and full class description.

Thief

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
14 Intelligence (+1 added language)
9 Wisdom
17 Dexterity (+2 bonus to missile fire Hit rolls, −2 Armor Class bonus)
11 Constitution
8 Charisma (−1 penalty to reactions)

Armor Class: 5 (includes Dexterity bonus)
Hit Points: 4 (roll of 4, no adjustments)
Money: 3 gp
XP: 0
Equipment:
Backpack
Leather armor
Sword (normal)
Lantern
Tinder box
2 small sacks
Iron rations
Wolfsbane
Dagger
3 flasks oil
Thieves' tools
2 large sacks

See page 43 for special abilities and full class description.

Halfling

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
11 Intelligence
14 Wisdom (+1 bonus on Saving Throws vs. magic)
9 Dexterity
9 Constitution
7 Charisma (−1 penalty to reactions)

Armor Class: 4
Hit Points: 5 (roll of 5, no adjustments)
Money: 6 gp
XP: 0
Equipment:
Backpack
Chain mail armor
Short bow
Short sword
Tinder box
1 wineskin (full)
Iron rations
Shield
20 normal arrows
4 silver arrows
6 torches
1 waterskin (full)

See page 47 for special abilities and full class description.

Spells

Cleric Spells: First Level

Cure Light Wounds*
Range: Touch
Duration: Permanent
Effect: Any one living creature

Detect Evil
Range: 120′
Duration: 6 turns
Effect: Everything within 120′

Detect Magic
Range: 0
Duration: 2 turns
Effect: Everything within 60′

Light*
Range: 120′
Duration: 12 turns
Effect: Volume of 30′ diameter

Protection from Evil
Range: 0
Duration: 12 turns
Effect: The cleric only

Purify Food and Water
Range: 10′
Duration: Permanent
Effect: 1 ration or 6 waterskins

Remove Fear*
Range: Touch
Duration: 2 turns
Effect: Any one living creature

Resist Cold
Range: 0
Duration: 6 turns
Effect: All creatures within 30′

*Spell may be cast with reverse effects in D&D® EXPERT Rules.

Magic-User Spells: First Level*

Charm Person
Range: 120′
Duration: See below
Effect: One living "person"

Detect Magic
Range: 0
Duration: 2 turns
Effect: Everything within 60′

Floating Disc
Range: 0
Duration: 6 turns
Effect: Disc remains within 6′

Hold Portal
Range: 10′
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

Light
Range: 120′
Duration: 6 turns +1 turn per Level of the magic-user
Effect: Volume of 30′ diameter

Magic Missile
Range: 150′
Duration: 1 turn
Effect: Creates 1 or more arrows

Protection from Evil
Range: 0
Duration: 6 turns
Effect: The magic-user only

Read Languages
Range: 0
Duration: 2 turns
Effect: The magic-user only

Read Magic
Range: 0
Duration: 1 turn
Effect: The magic-user only

Shield
Range: 0
Duration: 2 turns
Effect: The magic-user only

Sleep
Range: 240′
Duration: 4-16 (4d4) turns
Effect: 2-16 Hit Dice of living creatures within a 40′ x 40′ area

Ventriloquism
Range: 60′
Duration: 2 turns
Effect: One item or location

Magic-User Spells: Second Level

Continual Light
Range: 120′
Duration: Permanent
Effect: Volume of 60′ diameter

Detect Evil
Range: 60′
Duration: 2 turns
Effect: Everything within 60′

Detect Invisible
Range: 10′ per Level of the magic-user
Duration: 6 turns
Effect: The magic-user only

ESP
Range: 60′
Duration: 12 turns
Effect: All thoughts in one direction

Invisibility
Range: 240′
Duration: Permanent until broken
Effect: One creature or object

Knock
Range: 60′
Duration: See below
Effect: One lock or bar

Levitate
Range: 0
Duration: 6 turns +1 turn per Level of the magic-user
Effect: The magic-user only

Locate Object
Range: 60′ + 10′ per Level of the magic-user
Duration: 2 turns
Effect: One object within range

Mirror Image
Range: 0
Duration: 6 turns
Effect: The magic-user only

Phantasmal Force
Range: 240′
Duration: Concentration
Effect: A volume 20′ x 20′ x 20′

Web
Range: 10′
Duration: 48 turns
Effect: A volume 10′ x 10′ x 10′

Wizard Lock
Range: 10′
Duration: Permanent
Effect: One portal or lock

Combat and ability adjustments

COMBAT SEQUENCE TABLE

A. Each side rolls for initiative, using 1d6.
B. The side that wins the initiative acts first:
  1. Morale Check (monsters and non-player characters only)
  2. Movement (using speed per round), including Defensive Maneuvers
  3. Missile fire combat (additional)
    a. Choose targets
    b. Make Hit Rolls
    c. Roll Damage for hits
  4. Magic spells
    a. Choose targets
    b. Make Saving Throws if necessary
    c. Apply results immediately
  5. Hand-to-Hand combat
    a. Choose targets
    b. Make Hit Rolls
    c. Roll Damage for hits
C. The side that loses the initiative then completes all steps given above.
D. DM handles all retreating, surrender, and other special results.

CHARACTER HIT ROLL TABLE

Target's AC	9	8	7	6	5	4	3	2	1	0	−1
Roll	10	11	12	13	14	15	16	17	18	19	20

ARMOR CLASS

Armor type	Armor Class
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

*A shield subtracts 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

VARIABLE WEAPON DAMAGE

1d4 (1-4) points of damage:
  Club
  Dagger
  Sling stone
  Torch
1d6 (1-6) points of damage:
  *Arrow (long or short bow)
  Hand Axe
  Mace
  *Quarrel (crossbow)
  Short Sword
1d6 (1-6) points of damage:
  Spear
  War Hammer
1d8 (1-8) points of damage:
  Sword (normal)
  *Battle Axe
1d10 (1-10) points of damage:
  *Pole Arm
  *Two-Handed Sword

*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

MISSILE FIRE TABLE

	Maximum Ranges (in feet)		
Weapon	**Short (+1)**	**Medium (0)**	**Long (−1)**
Crossbow, (Lt)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or Dagger	10	20	30

Using Missiles: Remember to adjust for:
1. Dexterity
2. Range
3. Cover
4. Magic

SAVING THROWS

a. Death Ray or Poison
b. Magic Wands
c. Paralysis or Turn to Stone
d. Dragon Breath
e. Rods, Staves or Spells

	a	b	c	d	e
Cleric	11	12	14	16	15
Fighter	12	13	14	15	16
Magic-user	13	14	13	16	15
Thief	13	14	13	16	15
Dwarf	8	9	10	13	12
Elf	12	13	13	15	15
Halfling	8	9	10	13	12
Normal Man	14	15	16	17	17

PRIME REQUISITE EXPERIENCE ADJUSTMENT

Prime Requisite	Adjustment to Experience
3-5	−20%
6-8	−10%
9-12	No adjustment
13-15	+5%
16-18	+10%

ABILITY SCORE BONUSES AND PENALTIES

Ability Score	Adjustment
3	−3 Penalty
4-5	−2 Penalty
6-8	−1 Penalty
9-12	No adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus

INTELLIGENCE ADJUSTMENTS

Intelligence Score	Effect
3	Has trouble with speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	No adjustments; can read and write Common and Alignment languages
13-15	+1 Language
16-17	+2 Languages
18	+3 Languages

CHARISMA ADJUSTMENT

Charisma Score	Reaction adjustment	Retainers Maximum number	Morale
3	−2	1	4
4-5	−1	2	5
6-8	−1	3	6
9-12	No adjustment	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

HIRING RETAINERS

1. Find NPCs
2. Explain the job, make offer
3. Hire, buy equipment
4. Make retainer sheet

Magic-user

Description

A magic-user is a human character who studies the powers of magic. Magic-users find spells, put them into books, and study those books to learn the spells. Magic-users have their own spells, entirely different from cleric spells. A magic-user has poor fighting skills, and should avoid combat.

In D&D games, magic is merely a part of the action of the game. The player can imagine how spells would be cast, using various mysterious items, but *no* special items are needed by the player. After the player has learned the effect each spell has in the game, a magic-user is as easy to play as any other character class.

A magic-user concentrates on learning and casting magic spells. A high Intelligence is needed, and the other Ability Scores are often low. However, a high Constitution score will help your magic-user survive longer, because it gives a bonus to hit points — a magic-user's weak point.

Magic-users greatly fear damage. All the other character classes can use armor of some kind, but magic-users can only wear their robes or normal clothes. Thus, they are easy to hit. In addition, they have few hit points. Magic-users start as the weakest characters, but can become the most powerful! Their magic spells can be used for many things — from simple things like opening doors and locks, to impressive and dangerous magical attacks, such as lightning bolts (described in the D&D EXPERT Set).

Your Magic-user should *never* explore dungeons alone; one surprise could kill you. In groups, you should always stay in the middle of the party, protected from attacks. Watch for ways that you can help the battles, by casting spells, but *never* try to fight a monster hand-to-hand. Always carry a dagger, to be ready if you are forced to fight. Be sure to call for help if you get into a battle; other characters can fight the same monster, distracting it and (hopefully) keeping it from attacking you.

Beware of other magic-users! Some spells are designed specially to protect you from attacks, including other magic. When you encounter another magic-user, keep watch. If the enemy starts casting a spell, warn your friends.

As a player, you should study the spell descriptions on the next pages. Your greatest challenge will be keeping the character alive, to gain more Levels of Experience.

Explanation of Magic-User Experience Table:

XP: When this number of Experience Points have been earned, the magic-user automatically moves up to the next Level of Experience.

Title: A magic-user should use this title when talking with other characters. Instead of saying "I'm Felonius, a Second Level magic-user," the character should say "I'm Felonius, the Seer."

Spells: The number of spells a magic-user can cast, and their levels of power, are given here. Spells are explained in detail below, under "Special Abilities."

Other Details:

Prime Requisite: A magic-user's PR is Intelligence. If a magic-user has an Intelligence score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

Hit Dice: A four-sided die (1d4) is used to determine a magic-user's hit points. A magic-user starts with 1-4 hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each Level of Experience.

Armor: A magic-user may *not* wear any kind of armor, and may not use a shield.

Weapons: A magic-user can only use a dagger for a weapon.

Special Abilities

A magic-user can cast magic spells, as described hereafter.

Spell Power:

There are many spells for magic-users to use. The power of a spell is described in a way similar to the power of a character. Spells of the lowest level of power are called "First Level" spells, which can be used by beginning magic-users. Higher level spells are usable by higher level characters. Be careful not to confuse your character's Level of Experience with the level of a spell's power.

MAGIC-USER SAVING THROW TABLE

Death Ray or Poison	13
Magic Wands	14
Paralysis or Turn to Stone	13
Dragon Breath	16
Rods, Staves, or Spells	15

MAGIC-USER EXPERIENCE TABLE

XP	Level	Title	No. of Spells/ Spell Level
0	1	Medium	1 First
2500	2	Seer	2 First
5000	3	Conjurer	2 First plus 1 Second

Spell Books:

Your Medium (1st Level magic-user) starts with a spell book, containing two First Level spells. Your Dungeon Master will tell you what spells your character starts with. The spell book is a large bulky thing, and cannot be easily carried. A spell book is about 2 feet square, 2-6 inches thick, and weighs at least 20 pounds. It will not fit inside a normal sack of any size, but may be carried in a backpack or saddlebag.

When your character becomes a Seer, you will add another First Level spell to the book; again, your DM will tell you which spell. Upon reaching 3rd Level of Experience, a Second Level spell will be gained. When the 4th Level of Experience is reached, another Second Level spell is added to the book. (Magic-users of levels 4-14 are explained in the D&D EXPERT Set.)

Assume that your character is given these additional spells by a teacher, a powerful magic-user of 7th Level or greater. All magic-users of less than that level must have teachers. These teachers never go on adventures with characters. They will not affect most games.

Different magic-users often have different spells in their books. For example, you might start with the **Read Magic** and **Sleep** spells, and find another magic-user who knows **Read Magic** and **Magic Missile.** But magic-users *never* trade spells, nor do they ever allow anyone (except their teachers) to read their spell books. The risk of losing the book or having it damaged, is too great. If a magic-user's book is lost, the character cannot memorize any spells to cast!

One magical treasure which may be found during an adventure is a magic scroll. Some scrolls contain magic-user spells. If a new spell is found on a scroll, it may be added to the magic-user's book — but this can only be done once for each scroll spell, and uses up the scroll in the process. If the spell is of too high a level to be cast, it cannot be put into the book.

EXAMPLE: A Medium finds a scroll of one Second Level spell. The spell cannot be put into a book until the character becomes a Conjurer (3rd Level) and is able to use a Second Level spell.

A spell on a scroll may be saved, to be put into a book at a future time. It may also be carried during adventures, to be cast as needed. Any magic-user can cast a spell found on a scroll as if it were memorized, regardless of the level of the spell. If the spell is cast, it disappears from the scroll.

You, the player, need only keep a list of which of the many spells are in your character's book. Keep the list on your character sheet, under "Special Abilities." Scrolls are magic items, listed on the back of the character sheet.

Learning Spells:

To learn a spell, the magic-user must be completely rested. A good night's sleep is enough. The character then gets out the spell book and studies the spells to be used, which takes an hour or less. The character is then ready for adventure, and is able to cast the spell or spells studied.

A Medium can cast *one* spell per adventure. A Seer can cast *two* First Level spells per adventure. A Conjurer can cast 3 spells per adventure, *two* of the First Level of Power and *one* of the Second Level.

In more advanced games, adventures may last more than a day. In such cases, a magic-user can study spells each morning, if completely rested. A mule should be brought along on long adventures, to carry the spell book along with normal equipment. But beware! If the book is lost, the character is in big trouble. If that happens, ask your Dungeon Master what you should do.

Don't confuse the spells memorized with spells in a book! Your magic-user character will eventually have many spells in a spell book, but can still only memorize a few each day.

Casting Spells:

In the game, when you want your character to cast a spell, just tell your Dungeon Master.

EXAMPLE: "I'm casting a Sleep spell at the goblins." The DM may ask for some details; for example, some spells are cast at a target, and you must tell the DM what the target is. The player does *not* have to learn any special words.

When the magic-user casts a spell, the memory of that spell is forgotten. Imagine that the magic-user's memory is like a blackboard. When studying, the character "writes spells on the blackboard," but each spell is "erased" as it is cast. If your character has studied a spell twice and casts one, the other still remains to be used.

EXAMPLE: The spell book of Felonius the Seer has two spells in it, Sleep and Shield. Before going on an adventure, he decides to learn Sleep twice (as he can cast two spells per adventure). He casts one in a battle, and still remembers one Sleep spell, to be used later in that adventure.

The character *must* be able to gesture and speak without interruption to cast a spell. While casting a spell, the magic-user must concentrate, and may not move. A spell cannot be cast while the character is walking or running. If the magic-user is disturbed while casting a spell, the spell will be ruined, and will still be "erased," just as if it had been cast.

Types of Spells:

Most spells have an effect that lasts for a given time. *For example,* a Magic Missile spell creates a glowing arrow that follows the magic-user around, either until it is shot or until a turn passes (10 minutes). However, some higher level spells may have "instant" duration. A Fire Ball spell creates an explosion which causes damage. The damage remains until cured, but the spell itself only lasts part of a second, much less than a round.

Saving throws vs. Spells:

Many spells only have full effect if the victim fails a Saving Throw (vs. spells). If a Saving Throw is allowed, it is mentioned in the spell description.

Magic-user Spells:

Each spell has a given Range, Duration, and Effect.

Range: The character should be sure, before casting the spell, that the target is within range. If the description says "Range: 0," the spell may only be used by the magic-user, and cannot be cast on others. If "Range: Touch" is given, the pell can be placed on any creature the magic-user touches — including the magic-user himself (or herself, as the case may be).

Duration is given either in rounds (of 10 econds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an in-tant and permanent effect that does not go away after a given duration.

Effect of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a given diameter, or a square or rectangu-ar "box" of a given size; both are mea-ured in feet.

Magical Spell Descriptions

FIRST LEVEL MAGIC-USER SPELLS

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

Charm Person

Range: 120'
Duration: See below
Effect: One living "person" (see below)

This spell will only affect humans, demi-humans, and certain other creatures. The victim is allowed a Saving Throw vs. Spells. If the Saving Throw is successful, the spell has no effect. If it is failed, the victim will believe that the magic-user is its "best friend," and will try to defend the magic-user against any threat, whether real or imagined. The victim is "Charmed."

As a general rule, the "persons" affected by this spell are all creatures which look similar to humans in various ways. It will not affect animals, magical creatures (such as living statues), or human-like creatures larger than ogres. You will learn, through trial and error, which monsters can be charmed.

If the magic-user can speak a language that the Charmed victim understands, the magic-user may give orders to the victim. These orders should sound like suggestions, as if "just between friends." These orders will usually be obeyed, but orders that are contrary to the victim's nature (alignment and habits) may be resisted. A victim will refuse to obey if ordered to kill itself.

> EXAMPLE: After Bargle **Charmed** you, he ordered you to leave the cleric's body behind. You resisted, because that was against your nature. Bargle had to talk you into doing what he wanted. If he had ordered you to go away, you would have resisted that, too; you considered him a friend!

A Charm may last for months. The victim may make another Saving Throw every day, week, or month, depending on its Intelligence. If you are Charmed, your DM will tell you when to make the new Saving Throw.

The Charm is automatically broken if the magic-user attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the magic-user's allies.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

When this spell is cast, the magic-user will see all magical objects, creatures, and places within range glow. This effect will not last very long, and should be saved until the magic-user wants to see if something found during an adventure is, in fact, magical. Example: Shortly after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion laying nearby, and a treasure chest holding a magic wand. All the magic will glow, but only the door and potion will be seen; the light of the glowing wand is hidden by the treasure chest.

Floating Disc

Range: 0
Duration: 6 turns
Effect: Disc remains within 6'

This spell creates an invisible magical horizontal platform about the size and shape of a small round shield. It can carry up to 5000 cn (500 pounds). It cannot be created in a place occupied by a creature or object. The floating disc is created at the height of the magic-user's waist, and will always remain at that height. It will automatically follow the magic-user, remaining within 6' at all times. It can never be used as a weapon, because it has no solid existence and moves slowly. When the duration ends, the floating disc will disappear, suddenly dropping anything upon it.

Hold Portal

Range: 10'
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

This spell will magically hold shut any "portal" — for example, a door or gate. A **Knock** spell will open the **Hold Portal.** Any creature 3 or more hit dice greater than the caster (including characters) may break open a held portal in one round's time, but the portal will relock if allowed to close within the duration of the spell.

> EXAMPLE: Any 5th level character may break through a **Hold Portal** spell cast by a 2nd level magic-user.

Light

Range: 120′
Duration: 6 turns +1 turn per Level of the magic-user
Effect: Volume of 30′ diameter

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as a coin), the light will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack. If the Saving Throw is successful, the Light appears in the air behind the intended victim.

Magic Missile

Range: 150′
Duration: 1 round
Effect: Creates 1 or more arrows

A **Magic Missile** is a glowing arrow, created and shot by magic, which inflicts 2-7 (1d6+1) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the magic-user and hovers there until the magic-user causes it to shoot. When shot, it will automatically hit any visible target. It will move with the magic-user until shot or until the duration ends. The **Magic Missile** actually has no solid form, and cannot be touched. A **Magic Missile** never misses its target and the target is *not* allowed a Saving Throw.

For every 5 levels of experience of the caster, *two* more missiles are created by the same spell. Thus a 6th Level Magic-user may create three missiles. The missiles may be shot at different targets.

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The magic-user only

This spell creates an invisible magical barrier all around the magic-user's body (less than an inch away). All attacks against the magic-user are penalized by −1 to their Hit rolls, and the magic-user gains a +1 bonus to all Saving Throws, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the magic-user! If a magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. The barrier thus completely prevents all from attacks from those creatures unless they use missile weapons.

This spell will not affect a Magic Missile spell. If the Magic-user attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

Read Languages

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell will allow the magic-user to read, *not* speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.

Read Magic

Range: 0
Duration: 1 turn
Effect: The magic-user only

This spell will allow the magic-user to read, not speak, any magical words or runes, such as those found on magic scrolls and other items. Unfamiliar magic writings cannot be understood without using this spell. However, once a magic-user reads a scroll or runes with this spell, that magic can be read or spoken later (without) using a spell. All spell books are written in magical words, and only their owners may read them without using this spell.

Shield

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell creates a magical barrier all around the magic-user (less than an inch away). It moves with the magic-user. While the duration lasts, the magic-user becomes Armor Class 2 against missiles, and AC 4 against all other attacks.

If a **Magic Missile** is shot at a magic-user protected by this spell, the magic-user may make a Saving Throw vs. Spells (one Saving Throw per missile). If successful, the **Magic Missile** will have no effect.

Sleep

Range: 240′
Duration: 4-16 (4d4) turns
Effect: 2-16 Hit Dice of living creatures within a 40′ square area

This spell will put creatures to sleep for up to 16 turns. It will only affect creatures with 4+1 Hit Dice or less — generally, small or man-sized creatures. All the creatures to be affected must be within a 40′ x 40′ area. The spell will not work against Undead or very large creatures, such as dragons. Any sleeping creature can be awakened by force (such as a slap or kick). A sleeping creature may be killed with a single blow of any edged weapon, regardless of its hit points.

Your Dungeon Master will roll to find the total Hit Dice of monsters affected, using 2d8. The victims get **no** Saving Throw.

Ventriloquism

Range: 60′
Duration: 2 turns
Effect: One item or location

This spell will allow the magic-user to make the sound of his or her voice to come from somewhere else, such as a statue, animal, dark corner, and so forth.

Continual Light

Range: 120′
Duration: Permanent
Effect: Volume of 60′ diameter

This spell creates a globe of light 60′ across. It is much brighter than a torch, but not as bright as full daylight. It will continue to glow forever, or until magically removed. It may be cast on an object, just as the first level **light** spell. If cast at a creature's eyes, the victim must make a Saving Throw vs. Spells. If the Saving Throw is failed, the victim is blinded. If the Saving Throw is successful, the globe will still appear, but will remain in the place it was cast, and the intended victim will suffer no ill effects.

Detect Evil

Range: 60′
Duration: 2 turns
Effect: Everything within 60′

When this spell is cast, the magic-user will see all evilly enchanted objects within 60′ glow. It will also cause creatures that want to harm the magic-user to glow when they are within range. The actual thoughts of the creatures *cannot* be heard. Remember that "Chaotic" does not automatically mean Evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous.

Invisibility

Range: 240′
Duration: Permanent until broken
Effect: One creature or object

This spell will make any one creature or object invisible. When a creature becomes invisible, all items carried and worn also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). If the magic-user makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain invisible until he or she attacks or casts any spell. A light source (such as a torch) may be made invisible, but the light given off will always remain visible.

SECOND LEVEL MAGIC-USER SPELLS

1. Continual Light
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

ESP

Range: 60′
Duration: 12 turns
Effect: All thoughts in one direction

This spell will allow the magic-user to "hear" thoughts. The magic-user must concentrate in one direction for six rounds (1 minute) to **ESP** the thoughts of a creature within range (if any). Any single living creature's thoughts may be understood, regardless of the language. The thoughts (if any) of Undead creatures cannot be "heard" with this spell. If more than one creature is within range and in the direction concentrated on, the magic-user will "hear" a confused jumble of thoughts. The magic-user may only sort out the jumble by concentrating for an extra six rounds to find a single creature. The **ESP** will not be hampered by any amount of wood or liquid, and will penetrate as much as 2 feet of rock, but a thin coating of lead will block the spell.

Detect Invisible

Range: 10′ per Level of the Magic-user
Duration: 6 turns
Effect: The magic-user only

When this spell is cast, the magic-user can see all invisible creatures and objects within range. The range is 10′ for each level of the magic-user. For example, a Conjurer can use this spell to see invisible things within 30′.

Knock

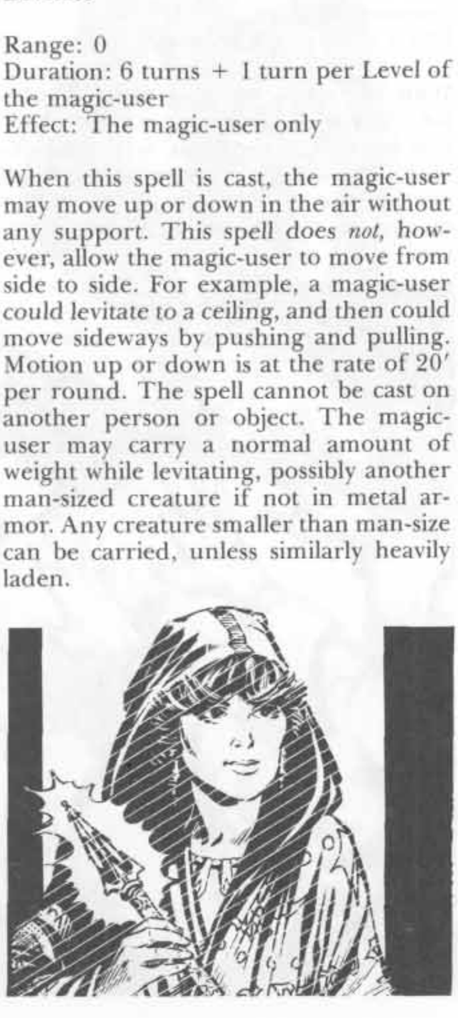
Range: 60′
Duration: See below
Effect: One lock or bar

This spell will open any type of lock. Any normal or magically locked door (by a **Hold Portal** or **Wizard Lock** spell), and any secret door, may be opened when found (but a secret door *must* be found before it can be **Knocked** open). Any locking magic will remain, however, and will take affect once again when the door is closed. This spell will also cause a gate to open, even if stuck, and will cause any treasure chest to open easily. It will also cause a barred door to open, magically forcing the bar to fall to the floor. If a door is locked *and* barred, *both* will be opened.

Levitate

Range: 0
Duration: 6 turns + 1 turn per Level of the magic-user
Effect: The magic-user only

When this spell is cast, the magic-user may move up or down in the air without any support. This spell does *not,* however, allow the magic-user to move from side to side. For example, a magic-user could levitate to a ceiling, and then could move sideways by pushing and pulling. Motion up or down is at the rate of 20′ per round. The spell cannot be cast on another person or object. The magic-user may carry a normal amount of weight while levitating, possibly another man-sized creature if not in metal armor. Any creature smaller than man-size can be carried, unless similarly heavily laden.



Locate Object

Range: 60′ + 10′ per Level of the magic-user
Duration: 2 turns
Effect: One object within range

For this spell to be effective in finding an object, the magic-user must know exactly what the object looks like. A common type of object, such as a flight of stairs, can also be detected by this spell. The spell will point to the nearest desired object within range, giving the direction but *not* the distance. The range increases as the magic-user gains Levels of experience. For example, a Seer can locate objects up to 80′ away; a Conjurer, up to 90′.

Mirror Image

Range: 0
Duration: 6 turns
Effect: The magic-user only

With this spell, the magic-user creates 1-4 (1d4) additional images which look and act exactly the same as the magic-user. The images appear and remain next to the magic-user, moving if the magic-user moves, talking if the magic-user talks, and so forth. The magic-user need not concentrate; the images will remain until the duration ends, or until hit. The images are not real, and cannot actually do anything. Any successful attack on the magic-user will strike an image instead, which will merely cause that image to disappear (regardless of the actual damage).

Phantasmal Force

Range: 240′
Duration: Concentration (see below)
Effect: A volume 20′x20′x20′

This spell creates or changes appearances within the area affected. The magic-user should create the illusion of something he or she has seen. If not, the DM will give a bonus to Saving Throws against the spell's effects. If the magic-user does not use this spell to attack, the illusion will disappear when touched. If the spell is used to "create" a monster, it will be AC 9 and will disappear when hit. If the spell is used as an attack (a phantasmal magic missile, collapsing wall, etc.), the victim may make a Saving Throw vs. Spells; if successful, the victim is not affected, and realizes that the attack is an illusion. The phantasmal force will remain as long as the magic-user concentrates. If the magic-user moves, takes any damage, or fails any Saving Throw, the concentration is broken and the phantasm disappears.

This spell *never* inflicts any real damage! Those "killed" by it will merely fall unconscious, those "turned to stone" will be paralyzed, and so forth. The effects wear off in 1-4 (1d4) turns.

Web

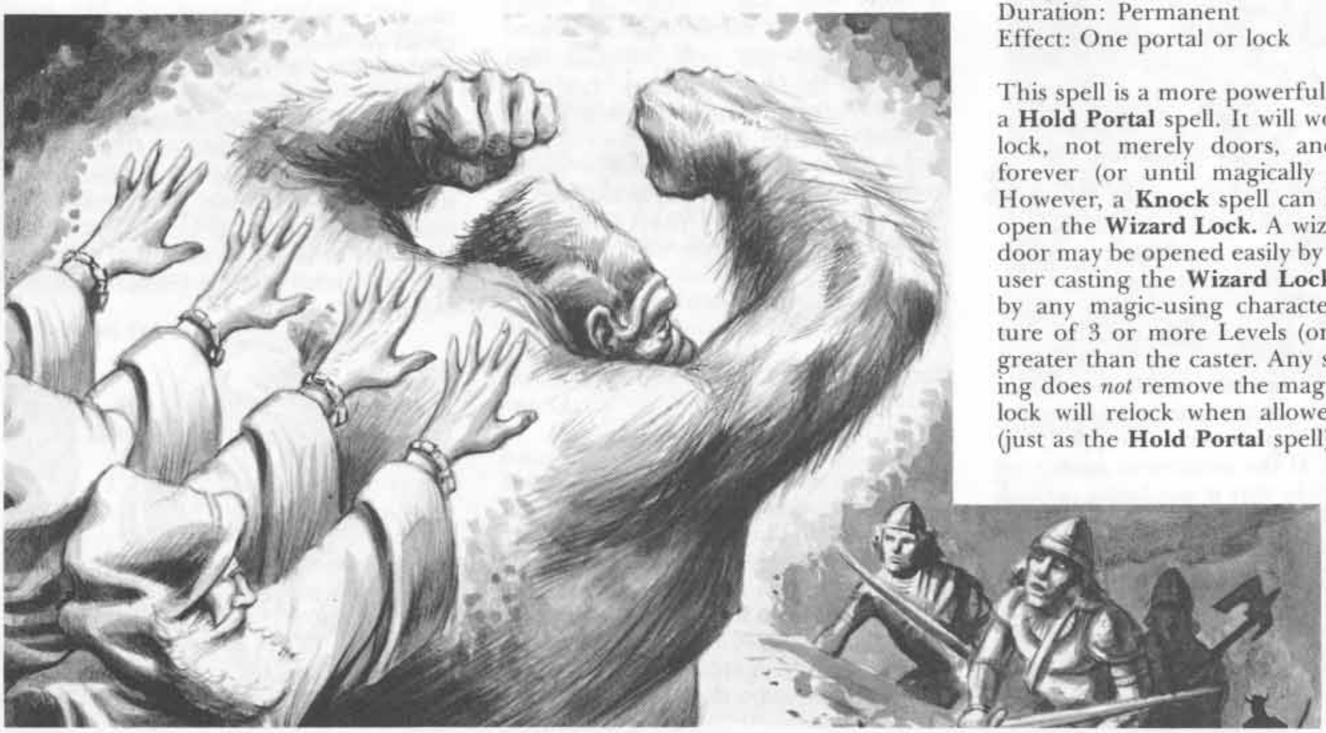
Range: 10′
Duration: 48 turns
Effect: A volume 10′ x 10′ x 10′

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Giants and other creatures with great strength can break through a web in 2 rounds. A human of average Strength (a score of 9-12) will take 2-8 (2d4) turns to break through the web. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1-6 (1d6) points of damage. Anyone wearing Gauntlets of Ogre Power (a magical treasure) can break free of a web in 4 rounds.

Wizard Lock

Range: 10′
Duration: Permanent
Effect: One portal or lock

This spell is a more powerful version of a **Hold Portal** spell. It will work on any lock, not merely doors, and will last forever (or until magically dispelled). However, a **Knock** spell can be used to open the **Wizard Lock.** A wizard locked door may be opened easily by the magic-user casting the **Wizard Lock,** and also by any magic-using character or creature of 3 or more Levels (or Hit Dice) greater than the caster. Any such opening does *not* remove the magic, and the lock will relock when allowed to close (just as the **Hold Portal** spell).



Thief

Description

A thief is a human who specializes in stealth, lockpicking, trap removing, and other activities. Thieves are the *only* characters that can open locks and find traps without using magic. As the name indicates, however, thieves do steal, though rarely from members of their own groups. Any thief who steals from friends is usually not permitted to adventure with them ever again!

In the D&D game, all thieves belong to an organization (sometimes called a Guild). Every town has a building, called the Guild Hall, where thieves may live and eat (for a price, of course). Every thief learns "The Arts" (a thief's unique skills; see Special Abilities, below) from teachers at the Guild. Thieves are a normal part of D&D life, because of their unique skills, but they are not usually welcome in the better parts of towns.

While adventuring, your thief should avoid danger whenever possible. The thief's job is to use the Special Abilities where needed. A thief's skills can be very useful, as they can be used over and over. For example, a magic-user may use a spell to open a lock, but the spell only works once; a thief may try to open locks whenever desired.

When an encounter occurs, your thief should stay out of the way. You may try to sneak around a monster, either to steal its treasure or to attack it from behind. You should *not* fight hand-to-hand unless you have to. A thief has few hit points, and although some light armor may be worn, it is not much protection.

THIEF SAVING THROW TABLE

Death Ray or Poison	13
Magic Wands	14
Paralysis or Turn to Stone	13
Dragon Breath	16
Rods, Staves, or Spells	15

THIEF EXPERIENCE TABLE

XP	Level	Title
0	1	Apprentice
1200	2	Footpad
2400	3	Robber

Most thieves have high Dexterity scores. Since this can affect missile fire (see Advanced Combat, page 58), you should learn the rules for missiles, and carry missile weapons. A sword or dagger will be needed in situations where you can't avoid close combat.

Thieves are found in most groups of adventurers. The task of staying alive by sneaking and using your wits, instead of just fighting, can be an exciting game challenge.

Explanation of Thief Experience Table:

XP: When this number of Experience Points have been earned, the thief automatically moves up to the next Level of Experience.

Title: Your thief should use this title when talking with other characters. Instead of saying "I'm Greegan, a Second Level thief," the character should say "I'm Greegan, the Footpad."

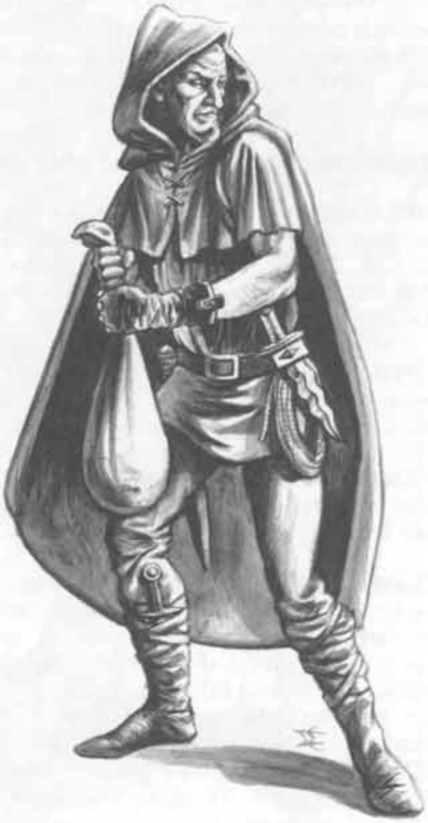
Other Details:

Prime Requisite: A thief's PR is Dexterity. If a thief has a Dexterity score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

Hit Dice: A four-sided die (1d4) is used to determine a thief's hit points. A thief starts with 1-4 hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each Level of Experience.

Armor: A thief may only wear Leather armor, and may not use a shield.

Weapons: A thief may use any missile weapon, and any other weapon usable with one hand (two-handed weapons are prohibited. For more information, see "Advanced Combat," page 58).



Special Abilities:

Thieves know how to Open Locks, Find and Remove Traps, Climb Walls, Move Silently, Hide in Shadows, Pick Pockets, and Hear Noise. They also learn the skill of "Backstabbing."

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. Your Dungeon Master will roll d%; if the result is equal to or less than the Percentage given, the thief's attempt is successful. "Hear Noise" is determined in a similar way, using 1d6.

Explanation of Thief Special Abilities:

OPEN LOCKS may only be tried once per lock, and only if "Thieves' Tools" are carried. The thief may not try again with that lock until gaining another Level of Experience.

FIND TRAPS may also be tried only once per trap. If a trap is found, the thief may attempt to remove it.

REMOVE TRAPS may only be tried if a trap is found. It may be tried only once per trap.

CLIMB WALLS applies to any steep surfaces, such as sheer cliffs, walls, and so forth. The chances for success are good, but if failed, the thief slips at the halfway point and falls. The DM will roll for success only once for every 100' climbed. If failed, the thief takes 1-6 (1d6) points of damage per 10' fallen. Failure during a 10' climb will inflict 1 point of damage.

MOVE SILENTLY will always *seem* successful to the thief. However, the DM will know (based on the Percentage roll) whether the thief's movement is actually heard by nearby enemies, who may then take appropriate action.

HIDE IN SHADOWS means that the thief moves into and remains in shadows, also using neutral concealment. Movement is possible while hiding, but not attacking. The attempt will always *seem* successful to the thief, but only the DM will know for sure.

PICK POCKETS may be risky. If the DM rolls a number greater than twice the given chance for success, the thief is not only seen by those nearby, but is caught in the act by the intended victim, who may (and often does) react unfavorably.

EXAMPLE: An apprentice tries to pick the pocket of a hired fighter (a non-player character, played by the DM). Rolling 1d10 twice (see "Dice," page 12), the DM rolls 41, so the thief is caught in the act. The DM then rolls to determine the reaction of the fighter, who might attack the thief!

HEAR NOISE (checked using 1d6) applies both to listening at doors and hearing the footsteps of approaching monsters. However, there is too much noise during battles to hear anything unusual.

Using thief special abilities
Watch for opportunities to use Special Abilities, and simply tell your Dungeon Master when you want your thief to use one. Be sure you understand how each one works. The attempt will automatically fail if improperly used. *For Example:* An ogre is charging at the party, so you say "My thief will Hide in Shadows and get out a dagger." The DM replies, "The ogre sees the movement, and heads straight for your thief!"

Backstabbing: If a thief can sneak up on a victim, completely unnoticed, the thief may Backstab. If the intended victim sees, hears, or is otherwise warned of the thief's approach, a Backstab may *not* be taken, but the thief may still attack normally.

When Backstabbing, the thief gains a bonus of +4 on the Hit Roll, and if the target is hit, the damage done is *twice* normal.

EXAMPLE: An Apprentice is carrying a sword, and sees an ogre approaching the party. The player says "I'll Hide in Shadows." The DM rolls 19 on d%, so the ogre does not see the thief (but the DM does *not* announce that fact). During the battle, the ogre gets turned around, with its back towards the thief. The player says "I'll try to move in for a Backstab!" The DM decides that the ogre doesn't notice the thief's approach (no roll is made; it depends on the situation, and the DM's judgment) and says "The ogre doesn't notice you; roll for a Backstab." The thief player then makes a Hit Roll, adding 4 to it. If the ogre is hit, the player rolls for damage, doubling the result.

When no battle is in progress, a Backstab attempt may require a "Move Silently" check. Your DM will make all the necessary rolls.

THIEF SPECIAL ABILITY TABLE

Special Ability		Level of Experience 1	2	3
Open Locks	(d%)	15	20	25
Find Traps	(d%)	10	15	20
Remove Traps	(d%)	10	15	20
Climb Walls	(d%)	87	88	89
Move Silently	(d%)	20	25	30
Hide in Shadows	(d%)	10	15	20
Pick Pockets	(d%)	20	25	30
Hear Noise	(1d6)	1-2	1-2	1-3

Dwarf

Description

A dwarf is short and stocky, standing about 4' tall and weighing about 150 pounds. Male dwarves have long beards, and females have short beards. Their skin is earth-colored and their hair is dark brown, gray, or black. Stubborn but practical, dwarves are fond of good food and drink. They value craftsmanship, and love gold. Dwarves are sturdy fighters and are resistant to magic, as shown by their Saving Throws. A dwarf character *must* start with a Constitution score of 9 or more.

Although the dwarf class is different from the fighter class in many ways, their tasks are the same. Both fight, and both should use the same strategy in combat. Read the description of the fighter class (page 28) for some tips on combat.

Explanation of Dwarf Experience Table:

XP: When this number of Experience Points have been earned, the dwarf automatically moves up to the next Level of Experience.

Title: Your dwarf should use this title when talking with other characters. Instead of saying "I'm Rolf, a Second Level dwarven fighter," the character should say "I'm Rolf, the Warrior."

Other Details:

Prime Requisite: A dwarf's PR is Strength. If a dwarf has a Strength score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

Minimum Scores: A dwarf character must have a Constitution score of 9 or greater when first played.

Hit Dice: An eight-sided die (1d8) is used to determine a dwarf's hit points. A dwarf starts with 1-8 hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each Level of Experience.

Armor: A dwarf may wear any kind of armor, and may use a shield.

Weapons: A dwarf may use any weapon of small or normal size. Dwarves may *not* use two-handed swords or longbows (short bows and crossbows are permitted).

Special Abilities:

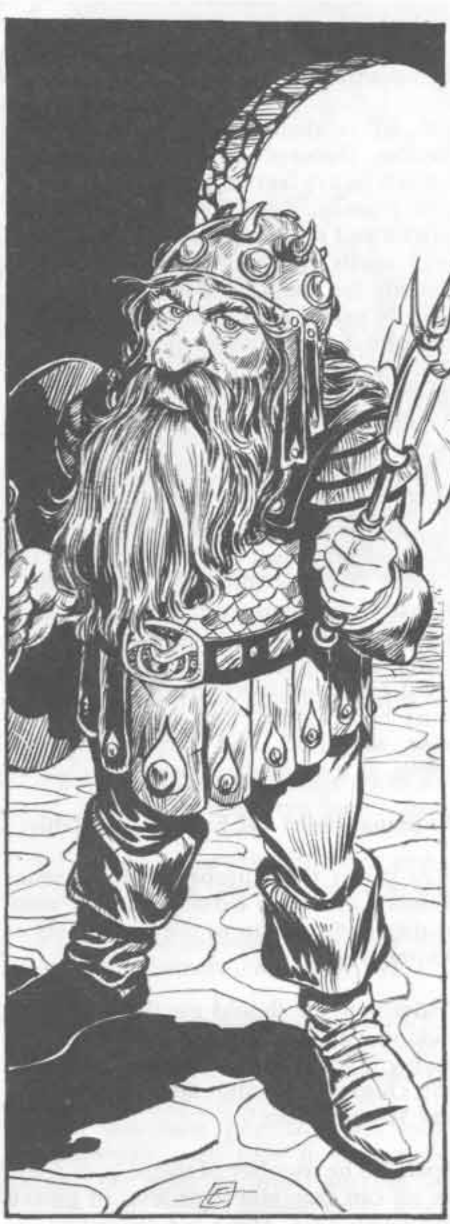
A dwarf has special vision, knows several languages, and can detect certain things better than other characters.

Vision: Dwarves have Infravision in addition to normal sight and can see 60' in the dark. Infravision is the ability to see heat (and the lack of heat). Normal and magical light makes infravision useless.

With infravision, warm things seem red, and cold things seem blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Even items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen by infravision.

Languages: In addition to the languages of all characters — the Common and Alignment tongues, as explained on page 51 — a dwarf can speak dwarf, gnome, goblin, and kobold. The character may have problems reading and writing these languages, however, as explained on the same page.

Detection: All dwarves are experts at mining. They can sometimes detect traps, sliding walls, sloping corridors, and new constructions. If your dwarf character wants to search for such things in an area, tell your Dungeon Master. You have 1 chance in 2 to find them. Your DM will roll 1d6, and a result of 1 or 2 will indicate success *if* there is anything to find. You may check once for each type. You *must* tell your DM if you want to look for anything; the detection is never automatic.



EXAMPLES: You say "I'll check this wall to see if it slides." The DM, knowing that it *will* slide, rolls 1d6, and gets a result of 2. The DM says "Yes, it appears to slide."

DWARF SAVING THROW TABLE

Death Ray or Poison	8
Magic Wands	9
Paralysis or Turn to Stone	10
Dragon Breath	13
Rods, Staves, or Spells	12

DWARF EXPERIENCE TABLE

XP	Level	Title
0	1	Dwarven Veteran
2200	2	Dwarven Warrior
4400	3	Dwarven Swordmaster

Elf

Description

An elf is slender and graceful, with delicate features and pointed ears. An elf is 5 to 5½ feet tall, and weighs about 120 pounds. Elves are able to use all armor and weapons, and can cast magic-user spells. They can thus be valuable friends (or dangerous opponents), but usually prefer to spend their time feasting and frolicking in woodland glades. They rarely visit the cities of Man. Elves are fascinated by magic and never grow tired of collecting spells and magic items, especially if the items are beautifully crafted. An elf character *must* start with an Intelligence score of 9 or greater.

Elves are similar to both fighters and magic-users. Read the description of the fighter class for some tips on playing a fighter-type character, but remember that your elf does not have as many hit points as a fighter. Be sure your character is either undamaged or only slightly hurt before you enter a battle; otherwise, stay back and help with magic spells, as a magic-user does.

Explanation of Elf Experience Table:

XP: When this number of Experience Points have been earned, the elf automatically moves up to the next Level of Experience.

Title: Your elf should use this title when talking with other characters. Instead of saying "I'm Belrain, a Second Level elf," the character should say "I'm Belrain, the Warrior Seer."

Spells: The number of magic-user spells an elf can cast, and their level of power, are given here. Spells are explained below, under "Special Abilities."

ELF EXPERIENCE TABLE

XP	Level	Title	No. of Spells/ Spell Level
0	1	Veteran-Medium	1 First
4000	2	Warrior-Seer	2 First
8000	3	Swordmaster-Conjurer	2 First plus 1 Second

Other Details:

Prime Requisite: Elves have *two* Prime Requisites: Strength and Intelligence. If an elf has a score of 13 or more in *both* Ability Scores, the character gains a 5% bonus to Experience Points earned in every adventure. If the Intelligence score is 16 or greater (along with Strength of 13 or more), the XP bonus is 10%.

Minimum Scores: An elf character must have an Intelligence score of 9 or greater when first played.

Hit Dice: A six-sided die (1d6) is used to determine an elf's hit points. An elf starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

Armor: An elf may wear any kind of armor, and may use a shield.

Weapons: An elf may use any weapon.

Special Abilities:

An elf has special vision, knows several languages, and can detect certain things better than other characters. Elves can cast magic-user spells, and cannot be paralyzed by ghouls.

Vision: Elves have Infravision in addition to normal sight and can see 60' in the dark. Infravision is the ability to see heat (and the lack of heat). Normal and magical light makes infravision useless.

With infravision, warm things seem red, and cold things seem blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Even items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen by infravision.

Languages: In addition to the languages of all characters — the Common and Alignment tongues, as explained on page 51 — an elf can speak elf, gnoll, hobgoblin, and orc.

Detection: All elves can find secret and hidden doors better than other characters. If your elf character wants to search for hidden doors in an area, tell your Dungeon Master. The DM will roll 1d6, and a result of 1 or 2 will indicate success *if* there is a door to be found. You may check once for each door. You *must* tell your DM if you want to look for anything; the detection is never automatic.

> EXAMPLES: You say "I'll check this wall to see if there are any secret doors here." The DM, knowing that one is there, rolls 1d6, and gets a result of 2. The DM says "Yes, you find a secret door."

Immunity to Ghoul Paralysis: All elves are naturally immune to the paralyzing attacks of ghouls. Other types of paralysis, such as from a carrion crawler or gelatinous cube, may affect them.

Spells: Elves can use magic-user spells just as magic-users can. Read the descriptions of spell casting, spell books, etc. on pages 39 - 42. Elves must obey all the rules for using magic-user spells (but not the other rules for the magic-user class).

ELF SAVING THROW TABLE	
Death Ray or Poison	12
Magic Wands	13
Paralysis or Turn to Stone	13
Dragon Breath	15
Rods, Staves, or Spells	15

Halfling

Description

A halfling is a short demi-human, and looks much like a human child with slightly pointed ears. A halfling stands about 3′ tall and weighs about 60 pounds. Halflings rarely have beards. They are outgoing but not unusually brave, seeking treasure as a way to gain the comforts of home, which they so dearly love. Halflings are woodland folk, and usually get along well with elves. They have special abilities in the outdoors. A halfling character *must* start with a score of 9 or greater in *both* Dexterity and Constitution.

Halflings behave similarly to fighters and dwarves. Read the description of the fighter class for some tips on playing your halfling. Remember your special abilities (see below), and use them whenever possible. A halfling's Saving Throws are as good as those of dwarves, and you may survive where others fall to magic or poison attacks.

Explanation of Halfling Experience Table:

XP: When this number of Experience Points have been earned, the halfling automatically moves up to the next Level of Experience.

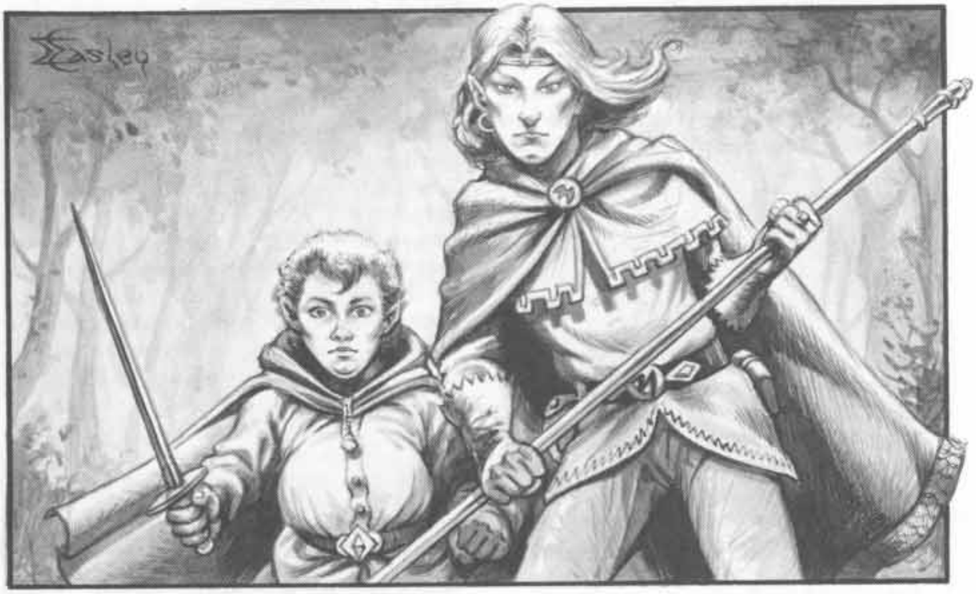
Title: Your halfling should use this title when talking with other characters. Instead of saying "I'm Touchberry, a Second Level halfling," the character should say "I'm Touchberry, the Warrior."

HALFLING SAVING THROW TABLE

Death Ray or Poison	8
Magic Wands	9
Paralysis or Turn to Stone	10
Dragon Breath	13
Rods, Staves, or Spells	12

HALFLING EXPERIENCE TABLE

XP	Level	Title
0	1	Halfling Veteran
2000	2	Halfling Warrior
4000	3	Halfling Swordmaster



Other Details:

Prime Requisite: A halfling has *two* Prime Requisites: Strength and Dexterity. If *either* of these Ability scores is 13 or greater, the character gains a 5% bonus to Experience Points earned in every adventure. If *both* of these scores are 13 or greater, the XP bonus is 10%.

Minimum Scores: A halfling character must have a score of 9 or greater in *both* Dexterity and Constitution.

Hit Dice: A six-sided die (1d6) is used to determine a halfling's hit points. A halfling starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

Armor: A halfling may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their small size. Even dwarf-sized armor is too large for them.

Weapons: A halfling may use any small sized weapon (such as a dagger, short sword, or short bow). Halflings may *not* use two-handed swords, longbows, battle axes, pole arms, or other large weapons.

Special Abilities:

A halfling gains several combat bonuses (some due to their small size) and can hide easily in woodlands.

Combat: Halflings often use missile weapons, and are better at dodging the attacks of large creatures than are other characters. All halflings gain the following bonuses when in combat.

−2 bonus to Armor Class when attacked by creatures larger than man-size;
+1 bonus to the Hit Roll when using any missile (see Additional Rules, page 59)
+1 bonus to Individual Initiative (optional combat rule, page 59)

Hiding: Outdoors, halflings are difficult to spot, having the ability to seemingly vanish into woods or underbrush. In such cover, they can only be detected 10% of the time (the DM will roll). Halflings can even hide in dungeons, though not with as much success. In normal light, if a halfling finds some shadows or cover to hide in (remaining absolutely quiet and not moving), the attempt at hiding will succeed ⅓ of the time. To use this ability, tell your DM. The DM will roll 1d6; a result of 1 or 2 indicates success at hiding, as long as the character does not move or make any noise.

Magical light, such as a cleric's **Light** spell, will ruin the attempt. If the character is carrying any light, it will be impossible to hide.

DUNGEONS & DRAGONS® characters

Making up a new character

After you are used to the rules of the game by playing your Fighter, you can try other characters by using the Character Sheets included in this booklet. But remember that they are not usable in the Solo Adventure! That adventure was designed only for your first fighter.

Sooner or later you will want to make up your own new character. Before you start, get a pencil and all the dice. You will also need a blank Character Sheet (or a normal-size piece of paper) to keep track of the details.

If you are using a blank piece of paper, copy the form of the Character Sheet onto it — in other words, allow a space for your name and the character's name at the top left, a place for Class, Level, Armor Class, and Hit Points below that, and so forth.

Your first try at creating a new character will probably take an hour or so. Even when you are used to the procedure, it will still take 10-30 minutes. You should not try to create a character after everyone gets together for a game. All the rolling, adjusting, buying, and so forth should be done beforehand.

Your Dungeon Master will be needed for part of the process, and should watch the creation of the character, including all dice rolls. You should get together with the DM before the game to work out the details. One good method is to have all the players make new characters together, with the Dungeon Master helping.

At the bottom of this page is a list of the steps to take when making a new character; each step is then explained in detail.

1. Roll for Ability Scores

Instead of just making up numbers for your Ability Scores, you will roll dice to find each Score. This is done by rolling the six-sided die three times, and adding the results. Or, if you have other six-sided dice, roll 3 dice together.

For example, if you roll 1 each time, then the total score is 3, the least possible. If you roll all sixes, then the total is 18, the highest you can have. You should finish with six numbers, each between 3 and 18, which are your character's Ability Scores. Write the Scores down as you roll them, next to the names of the Abilities.

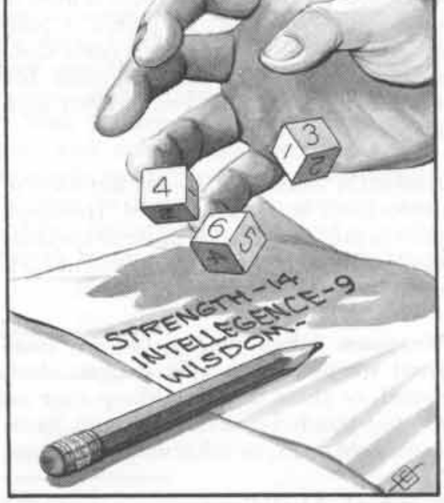
Now find your highest Ability Score. If it is less than 9, you should roll all the Scores again. You may keep the character if you wish, but he or she probably won't be suitable for dangerous adventuring! However, before you discard the character, ask your Dungeon Master what to do. Your DM might prefer that you play the character you rolled, especially if you are an experienced player.

If two or more Ability Scores are less than 6, the character may have problems later on. This type of character should also be discarded, unless the DM says otherwise.

You can adjust the Ability Scores in step 3 (Exchange Ability Points), but first you must decide what Class your character will be.

2. Choose a Class

Each type of character is called a Class. Your first character's Class was Fighter. You know now that there are other kinds of adventurers: clerics, magic-users, and thieves. You could play one of those, or even a character that's not human: you can be a dwarf, an elf, or a short child-sized person called a halfling. Each of these seven adventurer types is a Character Class.



CREATING A CHARACTER

1. Roll for Ability Scores
2. Choose a Class
3. Exchange Ability Score points (if desired)
4. Roll for Hit Points
5. Roll for Money
6. Buy equipment
7. Figure out your:
   a. Armor Class
   b. Hit Roll Chart
   c. Saving Throws
8. Note adjustments for Ability Scores
9. Give your Character a Name and Alignment
10. Get ready to play

Each Class has a specialty. Fighters are strong, Magic-Users are intelligent, Clerics are wise, and so forth. This specialty is called the Prime Requisite for the Class. For example, Strength is the Prime Requisite for Fighters.

If your character's Prime Requisite is high enough, you will get a bonus on Experience Points. That is why your first Fighter got a bonus: your Strength, the Prime Requisite, was 17. You are allowed to play a Fighter with *any* Strength score, but strong fighters are better at what they do (and get more XP) than weaker ones.

You are not forced to pick a Class on your highest Ability Score — but it helps. If you have two or more high scores, you may wish to consider a non-human character.

Look at the following chart, and compare your highest Ability Scores with the Prime Requisites for the Character Classes. Then, if you are playing a Human character, pick one Class that fits the Ability Scores you rolled.

(Constitution and Charisma affect all the Classes, and are never Prime Requisites.)

Prime Requisite	Class
Strength	Fighter
Intelligence	Magic-User
Wisdom	Cleric
Dexterity	Thief

Dwarves, Elves, and Halflings

Any human character can be any of the four Human classes, but non-human characters are handled differently. It you wish to play a non-human character, you must have high Ability Scores in certain areas.

Elves have abilities similar to both fighters and magic-users, so they must have good Scores in both Strength and Intelligence. Both of these Ability Scores are Prime Requisites for Elves. Also, if your character has an 8 or less for Intelligence, the character *cannot* be an Elf.

Halflings have some fighting abilities, and must have good Strength and Dexterity. Both of these are Prime Requisites for Halflings. In addition, Halflings are also very healthy. If your character has an 8 or less in Dexterity *or* Constitution, the character *cannot* be a Halfling.

Dwarves are always healthy, too. If your character has an 8 or less in Constitution, the character *cannot* be a dwarf. Dwarves specialize in combat, similar to fighters, so their Prime Requisite is Strength.

If you wish to play a non-human character, you may pick one of these *if* you have rolled the minimum Scores given, *or* if you can exchange ability points (see step 3) to meet the minimum Score(s) for the Class.

Whichever Class you pick, you should read the full description of the Class on pages 23 – 47 before you get to step 6.

Class	Minimum Scores		Prime Requisites
Dwarf	Constitution	9	Strength only
Elf	Intelligence	9	Strength + Int.
Halfling	Constitution	9	Strength + Dext.
	Dexterity	9	

Prime Requisites

If you rolled well and chose well, the Ability Score of your Prime Requisite should be 9 or greater. But it can be fun to play characters with lower scores, too. Imagine a poor dwarf who is perfectly healthy (Constitution 16) but very weak (Strength 5); he does the best he can in combat, but doesn't do much damage. The fun in the game comes from role playing, and this could be a very interesting character to play. Remember that you can always start another character later.

For a very high Prime Requisite Score, your character gets a bonus to XP (Experience Points). At the end of each adventure, when the Dungeon Master gives out XP, you will add extra points. But if your Prime Requisite is low, you will be penalized, and must subtract XP from the number awarded by the DM.

The amount of XP added or subtracted is given in the following chart:

EXAMPLES: If your magic-user has an Intelligence of 14, you get an extra 5 XP for every 100 XP awarded by the DM. If your Fighter has a Strength of 5, you only get 80 XP for every 100 XP awarded.

3. Exchange Ability Score Points

At this point, it is possible to raise a Prime Requisite by lowering other Ability Scores. This is like practicing hard to learn your Class, but at the cost of not developing another Ability at the same time. (For example, a Magic-User might study hard and neglect his exercise for a higher Intelligence, and end up with a lower Strength.)

The rules for exchanging Ability Points are:

1. Your Prime Requisite (and *only* that score) goes up 1 point for each 2 points that another Ability Score goes down.
2. Constitution and Charisma points can never be exchanged with others.
3. Dexterity cannot be lowered (but it may be raised if you have a Thief or Halfling character).
4. No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

EXAMPLES: An elf has Intelligence and Strength Scores of 12, and a Wisdom of 13. The player drops the Wisdom score to 11 so 1 can be added to Strength, and then drops the Wisdom again, to 9, and adds 1 to Intelligence. This results in Intelligence and Strength Scores of 13 (good enough for +5% to XP), and an adjusted Wisdom of 9.

A Cleric with Strength and Wisdom of 15 drops the Strength by 6 (to 9) and raises the Wisdom by 3 (to 18).

If you want to exchange any Ability Score points, you must do that *now* — before you go any further in making the character. No exchanges can be made later.

4. Roll for Hit Points

Different Classes have different numbers of hit points. Fighters and Dwarves need many because they take damage in battle. Magic-Users and Thieves have less hit points, and should try to stay out of fights. Other Classes are in between, and can fight if they must, but often avoid it if possible.

Find your character's Class on the chart below, and roll one die to find your starting Hit Points.

Class	Hit Point Dice
Fighter	1d8
Dwarf	1d8
Cleric	1d6
Elf	1d6
Halfling	1d6
Magic-User	1d4
Thief	1d4

Now find your Constitution Score on the Bonuses and Penalties for Ability Scores Table below, and apply the bonus or penalty to the number of hit points you rolled. But whatever the adjustments, your hit points cannot be lowered to zero; you will have at least 1 hit point for each roll.

BONUSES AND PENALTIES FOR ABILITY SCORES

Ability Score	Adjustment
3	−3 Penalty
4-5	−2 Penalty
6-8	−1 Penalty
9-12	No adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus

(This chart is used for adjustments for most of the Ability Scores, and you will refer to it later.)

You can immediately see the benefit of having a good Constitution score. Your first character, the Fighter with a Constitution of 16, had a +2 bonus to hit points. Therefore, your starting roll for that character would have been a 6 (out of 8 possible), plus a bonus of 2, for a total of 8 hit points. Did you ever get badly hurt, down to 2 hit points in your adventures? If so, you could have been *dead* — but you were saved by the bonus for your high Constitution!

Each time you gain a Level of experience, you will roll for more Hit Points. And each time you roll, you adjust the roll according to your Constitution score.

5. Roll for Money

Your character starts out with no possessions except for normal clothes and a little money, saved up over many years. You will need to go shopping for equipment, but first you must find out how much money you have.

Roll 3d6 (the total of 3 rolls of a six-sided die), and multiply the total by 10. (For example, if you roll 12, the total is 120.) This is the amount of gold pieces that you start with. Write that on the back of your character sheet in the "Money" box.

6. Buy equipment

Now you can spend your money on the equipment you need to go adventuring. There is a complete list of equipment in the center of this book.

There are restrictions on what items you are allowed to have, especially on armor and weapons. Before you go shopping, be sure you have read the full description of your Character Class (pages 39 – 47). *For Example*, a Magic-User cannot wear any armor at all, and can only use a dagger for a weapon! It would be a waste of money for this Class to buy a sword or shield; instead, money can be saved or spent on oil, torches, and other items. Thieves, on the other hand, *must* buy Thieves' Tools to be able to Open Locks.

On a piece of scrap paper, write down all the equipment you want to buy and add up the cost. If it's more than you have, you must put something back. When you can pay for your list of equipment, subtract the cost from your money, and write the equipment down on the back of the Character Sheet.

Be careful shopping! You may forget to buy rope, for example, and suddenly find a need for it during an adventure — and if you didn't buy it, you don't have it. But remember also that money can be saved for buying expensive equipment later. Only buy what you need.

7. Figure out your Armor Class, Hit Roll chart, and Saving Throws

a. Armor Class

Armor Type

Your Armor Class is a combination of the type of armor you are wearing, plus any adjustments due to Dexterity. First, find your armor type on the chart below:

ARMOR CLASS

Armor Type	Armor Class
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

*If you bought a shield, subtract 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

Dexterity Adjustments to Armor Class

Find your Dexterity Score on the Bonuses and Penalties Table and for every +1 bonus, *subtract* 1 from your Armor Class and for every −1 penalty, *add* 1 to your Armor Class.

EXAMPLES: If you are wearing Chain Mail and a shield (AC 4), but have a Dexterity Score of 15 (+1 bonus), your Armor Class number goes *down*, to 3. If you are wearing Plate Mail and shield (AC 2) but have a Dexterity Score of 5 (−2 penalty), your Armor Class goes *up* to 4.

Remember: the lower the AC number, the harder you are to hit. A minus (Penalty) to Armor Class actually raises the number, making you easier to hit.

If your AC is even better than zero — for example, with a Dexterity Score of 18 and wearing Plate Mail and Shield — then "minus" numbers are used. In this case, the AC would be "minus one" (−1).

CHARACTER HIT ROLL TABLE

Target's AC	9	8	7	6	5	4	3	2	1	0	−1
Roll	10	11	12	13	14	15	16	17	18	19	20

CHARISMA ADJUSTMENT TABLE

Charisma Score	Reaction adjustment	Retainers Maximum number	Morale
3	−2	1	4
4-5	−1	2	5
6-8	−1	3	6
9-12	No adjustment	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

b. Hit Roll Chart

Every starting character has the same chances to hit. You will not change the chart until your character gets at least to 4th level. You may find magic weapons as treasures, which help your chances to hit as well as the damage done.

Copy the numbers below into the boxes at the bottom of the Character Sheet (Hit Roll Needed):

When you try to hit a monster, roll 1d20. Adjust the roll for your Strength, and find the total on the bottom line of the chart. You hit the Armor Class on the chart just above the roll. Announce what Armor Class you hit, and the DM will tell you whether you hit or missed your target. For example, if your total is 15, you say "I hit AC 4." If the target was AC 4 or higher (AC 5, AC 6, etc.), then you have successfully hit.

If your adjusted total is 9 or less, then you miss, whatever the target is. If your adjusted total is 20 or more, then you hit, whatever the target is — as long as it's possible to hit it. (There may indeed be things you can't hit; you will know this is the case if your Dungeon Master says you missed, even with a total of 20 or more.)

The adjustments to the roll are based on your Strength score, according to the "Bonuses and Penalties" chart above. If you have an adjustment, write it down *now*, next to "Strength," and remember to use it each time you make a Hit Roll.

c. Saving Throws

Your Saving Throws are based on your Character Class and Level of Experience. However, your Saving Throws will not change until you reach 4th level (or higher, for some Classes). All of your beginning Saving Throws are given in the description of your character's Class.

When making a Saving Throw against a magic spell, your Wisdom score may cause an adjustment. Find your Wisdom score on the "Bonuses and Penalties" chart, and write the adjustment down on the Character Sheet.

EXAMPLES: A Thief with a Wisdom of 5 needs to roll a 17 or higher to make a Saving Throw against a spell. A Cleric with a Wisdom of 18 only needs a roll of 12 or better.

8. Note adjustments for Ability Scores

You should now have most of the adjustments for Ability Scores noted on your Character Sheet. Your Strength, Wisdom, Dexterity, and Constitution bonuses or penalties have been explained in the steps taken so far. You should double-check to be sure they are correct, using the Bonuses and Penalties Table. All of these adjustments (if any) should be written on your Character Sheet in the spaces provided for them, next to the Ability Scores.

Using the chart, fill in the bonus or penalty for your Intelligence Score. The Charisma Score uses a different chart.

Intelligence

A character of "average" Intelligence (a score of 9-12) knows 2 languages: the Common tongue and an Alignment tongue. The character can read and write those languages.

If the adjustment is a bonus, this is the number of additional languages the character can read and write. Your Dungeon Master will tell you what languages are available. You must choose your added languages before you play the character in a game.

If the adjustment is a penalty, then the character has trouble either writing or speaking, as given on the Languages Table:

Languages can be important when you are trying to talk to a monster, or talk in private with another character.

Charisma

Your Charisma will affect the reactions of others, whether monsters or characters, when you are talking to them (but *not* unless you are talking). If you try to hire retainers (bodyguards, assistants, and so forth), your Charisma will determine the number of them that you can hire, and how loyal they will be. Your Dungeon Master will tell you if any retainers are available, and will play the roles of the retainers you find and (possibly) hire.

Find your Charisma Score on the Charisma Adjustment Table, and note the details on your Character Sheet.

Whenever you are talking to another creature in the game (whether monster or character), tell the Dungeon Master what your Reaction adjustment is. If your Dungeon Master allows the use of Retainers, you will need to give your Maximum number, as well as the Morale score (which is a measure of loyalty and courage). You will *not* need to adjust any of *your* rolls due to Charisma; only the Dungeon Master will need the information.

LANGUAGES TABLE

Intelligence Score	Use of Languages
3	Has trouble with speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words

9. Give your Character a Name and Alignment

Names

Your character may have a normal name, like "Gary" or "Candace," or may have a fantasy name like "Felonius," or just a nickname, like "Eagle-Eyes." Your Dungeon Master might have some hints. For example, if your home town is in a forest, the DM may encourage fantasy names like "Silverglade" or "Whisper-rain."

Choose a name carefully. It should represent the character in some way, or at least be a name you like. If you give a character a silly name, you might regret it later.

Alignment

Be sure you understand what Alignment is; it was explained briefly during your first adventure, and is covered in detail on page 59. Select an Alignment, and write it on your character sheet. Remember that Alignment is the way you actually *want* to play the character, not just the way the character *should* behave.

The other characters don't need to know what your Alignment is, but they should be able to figure it out by the way you play the character.

10. Get ready to play

If your character can cast magic spells, you will need to select spells before starting your adventure. Magic-Users get 1 spell to start. Clerics do not get spells until they reach 2nd Level. Magic-User spells are explained on pages 39 – 42, and cleric spells are explained on pages 26 – 27.

Your character will be adventuring with others, so you should talk with the other players to find out something about their characters. Before starting, you should understand how to play in a group. This is explained on the following pages.

Players are not characters!

It is important to remember that the player and the character are two different persons. The more the two are kept apart, the better your games can be.

The most obvious example of this is the dice rolls you make. All dice rolls are called "game mechanics," as are other details such as Armor Class, Hit Points, and so forth. These things would not be part of a character's knowledge. The characters would talk about armor, health, and attacks, but never about Ability Scores, Hit Rolls, or other parts of the game. Everyone can usually tell whether the players are in the role of the characters or being themselves, handling game mechanics.

If there is any doubt, the player should clarify.

Suppose that a player has a Chaotic character (unusual, but not impossible). The character will act wildly at times, but the player should remain calm while dealing with the others. If the *player* acts Chaotic, the game will become very confusing and less fun.

There are many ways that this can affect the game, especially when a player knows something that the character doesn't. For instance, if a character starts to fight a new, unknown monster, and the DM says "It hit you; save vs. Poison, please!" then all the players know that the monster is poisonous. But the better players will ignore that information. Their characters don't know about the poison, and shouldn't use that "player information." The characters will probably find out after the battle, when they talk to their wounded friend and discover that the wound "stung, like poison," or is discolored. (All of such descriptions are left to the DM's imagination.)

A question like "What time is it?" could be answered two different ways: in "real time," which any player can find by looking at a clock, and "game time," of which the DM should be aware, but of which the characters might only have a general idea. The DM could reply, "Real time, it's 7:30. Game time, it's past noon, but you are not sure exactly."

When the players remember the difference between themselves and their characters, everyone can have more fun in Role Playing. If a character has low Intelligence and Wisdom scores, for example, and then does something stupid, the player can honestly say "I was playing my character," and others should remember not to get mad at the player. Their characters may indeed get mad at the stupid character, but it is very important to remember that the player is a different person.

This should not be used as an excuse for bad or selfish play. The DM should watch all the role playing closely to help everyone have the most fun. Since the object of the game is to have fun by playing roles, stupid or weak characters can be as much fun as smart, powerful ones — if the roles are played well.

The Dungeon Master may say, at any time in the game, "You don't know that!" or "You wouldn't think of that." Good players will learn to avoid this type of problem by keeping the character knowledge and player knowledge separate.

Playing in a group

How to Prepare

D&D games are the most fun with 2-6 players plus one Dungeon Master. When you get a group together, each of you can pick one of the characters included in this booklet. All the different types are there, and each character is all ready to go, with Ability Scores, hit points, and Alignment. All you have to do is pick the one you want, think of a name, and select some equipment.

ONE PERSON MUST BE THE DUNGEON MASTER.

Whoever that is, the person should read the DUNGEON MASTER'S RULEBOOK to see what is involved. This must be done before a group gets together to play.

Remember that everyone will be learning together during your first group games. The DUNGEON MASTER'S RULEBOOK contains step-by-step instructions to help everyone learn, but have patience. A module (separately published adventure) should *not* be used in your first games. The DM should use the dungeon in this set, which contains many hours of entertainment and can be used for two or three games. The "B" series of modules may be used after that.

While you are using that adventure, the Dungeon Master should review the rules. The Additional rules may be added at some point, if desired. More adventures and dungeons may either be created by the DM or purchased from stores. Eventually, your characters will reach 4th Level, and you will want to move on to the D&D EXPERT Set rules.

Setting Up

When your group gets together to play, everyone should bring what they need, including dice, pencils and paper, and characters (preferably on Character Sheets). Refreshments, if desired, are often brought by everyone, as a game may go on for hours.

A table is normally used. The Dungeon Master sits at one end, with the secret information about the dungeon to be explored. The DM often uses an upright piece of stiff cardboard (called a "shield" or "screen"), to hide the description and maps of the dungeon so they are not accidentally seen by any of the players.

The players sit around the table, away from the DM, where they can all easily see any maps made during the adventure, the order of the figures (if used), and so forth. To avoid confusion, the table should be kept clear of other items.

During the game, players should be allowed to refer to the PLAYERS MANUAL whenever they wish. They should *not* be allowed to see the DUNGEON MASTER'S RULEBOOK during the game! The mystery and excitement of unknown monsters and magic can be spoiled if someone looks up the details during the game.

If you only have two or three players, the DM may allow the use of a few hired non-player characters, *retainers*. The rules for retainers are given in the DUNGEON MASTER'S RULEBOOK.

Mapper and Caller

Although each person will be playing the role of a character, the players should also handle the jobs of "Mapping" and "Calling." Any of the players can be the "Mapper" or "Caller," whatever their characters may be.

The **mapper** is the player who draws a map of the dungeon as it's explored. One or more of the characters should be making maps, but one of the players must make the actual game map. The map should be kept out on the table for all to see and refer to. Pencil should always be used in making the map, in case of errors and tricky passages.

Mapping is an important part of imagining where your characters are. Sooner or later, all players should learn to make maps. If you play often, take turns at mapping; it is an important and useful skill to learn.

The **caller** is a player who announces to the Dungeon Master what the group of characters (the Party) is doing. The Caller must check with every player to find out what all the characters are doing, and then tell the DM (quickly and accurately) what they plan to do. The Caller does *not* tell the others what to do; the Caller merely reports what is going on.

The Caller's first job is to find out the "party order" — the way the characters are lined up or grouped during normal travel. The Caller should also report the movements of the group, such as "We'll go northeast through the woods," or "We'll turn right at the next corridor." Battles are always more complicated, and the DM should then take the time to check with each player, instead of handling it all through the Caller.

You may have games without Callers, if the Dungeon Master is willing to ask each player what each character is doing, and make notes to remember the actions. But it's usually easier and more organized if one player acts as Caller.

First steps to take

When all the players are together, with characters ready, each player should take a moment to think about the adventure to come. Some of these things apply to players, and some apply to the characters.

Who is your character, and who are the other characters? Have you adventured with them before, or not? Are any of them friends — or enemies? Should you keep an eye on any one character? Who can you trust completely?

Why are you going? Are the characters just out to explore, or is someone looking for a specific item? Are you out to rescue a prisoner, destroy a famous monster, or some other goal? Games are usually more fun if a specific goal is kept in mind; if nobody is sure just what they want to do, you can waste a lot of time doing nothing.

Where are you going? Nearby caves, or a castle, or some other dungeon? Have you bought the equipment you need to explore?

When are you going? Do you plan to explore a dungeon at night, when more dangerous creatures could be around? Players: decide when the game will end; it's very easy to play longer than you intended. Set a time for quitting, and stick to it! Remember to leave some time for dividing the treasure found.

What are you going to do? Look for big monsters or small ones? Will you run from danger, or face it? What *can* your party do, considering the abilities and special items available amongst the characters?

Treasure

Before the adventure begins, all the players should decide how the treasure will be divided after it is found. This is a very important decision, as characters earn more XP from treasure than from anything else. The method of division is left entirely to the players!

The most common method is described on page 55. You may use it if you wish, or you may make up your own. The method should be chosen before starting, to avoid arguments later.

Marching Order

You should arrange your characters in a line, either singly or two-by-two, for a "Standard Marching Order." If figures are used, the DM can easily see everyone's position; otherwise, write the Marching Order on a piece of paper for the DM's reference.

You should have at least one Fighter in front, as this is where most of the action takes place. A short person (halfling or dwarf) should also be in front of taller folk. Those behind may still see clearly, and are able to cast spells or shoot arrows over the shorter characters' heads.

Weaker characters (Magic-Users and Thieves, especially) should be in the center of the Marching Order, protected front and rear by Fighters or Clerics. If this is not possible, the characters with the best Armor Class and/or Hit Points should occupy the outer positions.

If you change the Marching Order during the game (if a front Fighter is badly wounded, for example), be sure to correct the figure setup (or the DM's diagram) accordingly.

Tactics of Play

When you are ready to go, your Dungeon Master will start telling you what the characters see. In beginning games, the characters often start at the dungeon entrance; the DM then describes the entryway, asking questions of the Caller when choices can be made ("Turn right or left?"). All the players should listen carefully to the descriptions, and play the roles of their characters as they react to the situations that develop.

The Marching Order will be used as the normal positioning of the characters as they proceed down corridors. In empty rooms and after battles, party members usually spread out to search for hidden treasure, but someone should be left to watch for approaching monsters. The DM will keep track of who is doing what, in case a monster appears.

When creatures are encountered, Fighters, Dwarves and Halflings usually move toward the encounter, while Magic-Users move back to avoid attacks, adding their magical powers to the battles where needed. Thieves may also move back, or may try to slip by the encountered creatures if possible. A Thief can help turn the tide of battle by attacking a monster from behind (if the creature doesn't notice the Thief first).

Remember, however, that a clever DM may have monsters arrive at the rear of the party, occasionally when other monsters are at the front. The rear of the party should never be left defenseless. Clerics can often fill the need for a strong guard, as they can wear armor and fight well.

If an encounter is peaceful, those characters with high Charisma Scores should do most of the talking. If they are weak, negotiations should be made from a distance (ten to twenty feet is fine).

When special needs arise, those best equipped to handle them should move to the scene, while the rest of the characters stay in the Marching Order. For example, a Thief should move forward each time a door is found, to search for traps and pick locks. After doing the job, the Thief should move back into position. Thieves normally do not *open* doors, preferring to leave that task to the stronger Fighters in case there is a monster waiting on the other side!

Ending the Adventure

The end of a D&D game often comes when the party's resources have been used up — for example, when spell casters have used most of their spells, or when several characters are wounded (having lost half of their Hit Points, or more) and have no available magical cures.

Even if all goes well, the game should end 15-30 minutes before the planned stopping time. The remaining time is used by the DM to calculate and award Experience Points, and by the players to divide the treasure.

If characters are still in the dungeon when they decide to end the adventure, they must still find their way out and back home. When they have arrived at a safe location, the adventure ends.

Most Dungeon Masters allow shopping after the adventures, so characters may restock items used (such as oil, torches, and so forth). If this is left for the next game, players might forget to restock, and can find themselves short of supplies while deep in a dungeon.

Players must keep track of items used, and the DM should be strict about supplies. However, everyone should remember that the purpose of the game is to have fun, not bookkeeping. The DM should make allowances for beginners.

Characters who return to a safe place resume their normal day-to-day lives. Beginning players and DMs do not normally deal with this during games. The "town business" that would naturally occur can become an adventure in itself. If the DM has all the details of the Home Town available (either those given in the D&D EXPERT Set or details made up by the DM), town adventures can be very entertaining. They do not normally involve much fighting.

Dividing the Treasure

The amount of treasure your characters find is decided by the Dungeon Master, who places the treasures and monsters in the dungeons. The DM is also responsible for giving Experience Points to the characters at the end of the adventure.

The division of treasure is usually left to the players, though some DMs have their own rules for it, especially with well-developed fantasy worlds. There are several methods for dividing treasure, as both normal (coins, gems, and jewelry) and magical (potions, wands, etc.) treasures can be found.

As a rule, the division of treasure should *not* be based on the amount of work done by the different characters. Fighters will usually be more active than others, and thieves may have little to do; though the role may be played well, there may be few traps and locks to deal with. But each character risked danger in search of treasure, and each should have done special work as needed; it is not the character's fault if few needs arose.

Beginning players should use the following method for dividing treasure. Other methods are discussed at the end of this booklet. But whatever methods are used, they should be decided upon *before* the party goes on the adventure, to avoid arguments afterwards.

Magical Treasure

Magical treasures are usually divided first, as the results affect the division of normal treasure.

Each character may pick one item (each) from the magical treasure found. The order in which they choose may either be decided as a group or by random roll. If by random roll, each player rolls 1d20; the player with the highest roll picks first. If there is a tie, everyone rolls again. When all the magic items have been taken, divide the normal treasure.

Normal Treasure

Count the number of shares to be given, using the following method.

Some magic items are "permanent." A magic sword, for example, is never "used up," but a potion is only good for one use. A potion is called a "temporary" magic item.

If all the characters in a party get a permanent magic item, divide all normal treasure equally, whatever the division of any temporary magic items.

If everyone gets a magic item but one or more of the items are temporary, each character with a permanent item gets ½ share of normal treasure.

If there are not enough magic items for one to be gained by each character then ½ share of normal treasure goes to each character with a temporary magic item, but a character with a permanent magic item gets *no* share of normal treasure.

Finally, divide the total normal treasure by the number of shares (adding the number of ½ shares and full shares according to the instructions above), to find the value of each SHARE. Each character then takes one share, ½ share, or no share, depending on the distribution of magic items.

This method is fair; those who receive permanent magic items, which can be used in every adventure, get less treasure.

Character Alignment

Three basic ways of life guide the acts of both player characters and monsters. Each way of life is called an **alignment.** The three alignments are named **Law, Chaos,** and **Neutrality.** Each alignment has a language that includes hand signals and other body motions. Player characters always know how to speak their alignment language in addition to any others they may know. If a monster is able to speak, it will also be able to use its alignment language.

Players may choose the alignments they feel will best fit their characters. A player does not have to tell other players what alignment he or she has picked, but **must** tell the DM. Most Lawful characters will reveal their alignment if asked. When picking alignments, the characters should know that Chaotics cannot be trusted, even by other Chaotics. A Chaotic character does not work well with other player characters.

The alignments give guidelines for characters to live by. The characters will try to follow these guidelines, but may not always be successful. If a DM feels that a player is not keeping to a character's chosen alignment, the DM may suggest a change of alignment or give the character a punishment or penalty.

Law (or **Lawful**) is the belief that everything should follow an order, and that obeying rules is the natural way of life. Lawful creatures will try to tell the truth, obey laws, and care about all living things. Lawful characters always try to keep their promises. They will try to obey laws as long as such laws are fair and just.

If a choice must be made between the benefit of a group or an individual, a Lawful character will usually choose the group. Sometimes individual freedoms must be given up for the good of the group. Lawful characters and monsters often act in predictable ways. Lawful behavior is usually the same as behavior that could be called "good."

Chaos (or **Chaotic**) is the opposite of Law. It is the belief that life is random, and that chance and luck rule the world. Everything happens by accident and nothing can be predicted. Laws are made to be broken, as long as a person can get away with it. It is not important to keep promises, and lying and telling the truth are both useful.

To a Chaotic creature, the individual is the most important of all things. Selfishness is the normal way of life, and the group is not important. Chaotics often act on sudden desires and whims. They cannot be trusted, their behavior is hard to predict. They have strong belief in the power of luck. Chaotic behavior is usually the same as behavior that could be called "evil."

Neutrality (or **Neutral**) is the belief that the world is a balance between Law and Chaos. It is important that neither side get too much power and upset this balance. The individual is important, but so is the group; the two sides must work together.

A Neutral character is most interested in personal survival. Such characters believe in their own wits and abilities rather than luck. They tend to return the treatment they receive from others. Neutral characters will join a party if they think it is in their own best interest, but will not be overly helpful unless there is some sort of profit in it. Neutral behavior may be considered "good" or "evil" (or neither), depending on the situation.

Example of Alignment Behavior

THE SITUATION: A group of player characters is attacked by a large number of monsters. Escape is not possible unless the monsters are slowed down.

A *Lawful* character will fight to protect the group, whatever the danger. The character will not run away unless the whole group does.

A *Neutral* character will fight to protect the group as long as it is reasonably safe to do so. If the danger gets too great, the character will try to save himself (or herself), even at the expense of the party.

A *Chaotic* character might fight the monsters or might run away. The character will not care what happens to the rest of the party.

Alignment Languages

Each alignment has a secret language of passwords, hand signals, and other body motions. Player characters and intelligent monsters will always know their alignment languages. They will also recognize when another alignment language is being spoken, but will not understand it. Alignment languages are not written down, nor may they be learned unless a character changes alignment. When this happens, the character forgets the old alignment language and starts using the new one immediately.

Note that playing an alignment does not mean a character must do stupid things. A character should always act as intelligently as the Intelligence score shows, unless there is a reason to act otherwise (such as a magical curse).

Adventuring Rules

Here are some additional details you will need at some point during your adventures.

Using Your Equipment

Some of the standard equipment may be new to you. The following items can be used in various handy ways:

Iron spikes and Hammer: These can be used to wedge doors open, provide grips for climbing, pry things loose, and so forth.

Mirror: Some creatures can turn you to stone with their gaze. If you use a mirror to look around corners, examine empty rooms, and so forth, you might avoid a nasty surprise.

Rations and Wineskin: Your character food and drink. Standard rations may become moldy and unusable if you stay in a dungeon overnight, so carry Iron (preserved) rations whenever possible. Standard rations are fine for long trips overland.

Rope: This can be tied to an iron spike and used to climb up steep walls. It may also be useful in tying up captured prisoners, pulling doors, open, etc.

Wolfsbane: This herb is useful when fighting werewolves and other lycanthropes. You may use it as a weapon — try it and see what happens.

Wooden Pole: A character in front of a party may sometimes avoid being surprised if a pole is used to tap on the floor ahead, poke into corners, touch suspicious-looking items, etc.

Time

Time in D&D games is usually kept track of in *turns* of 10 minutes in "game time." A turn is not a measure of real time, but is a measure of how much a character can do in the game in a given amount of time.

During encounters and combat, the DM uses *rounds* of 10 seconds of "game time," instead of turns, and each character can perform only one action during a round — a swing of a sword, a spell, some movement, or other action. A battle normally lasts only a minute or two, but is counted as a full turn because your characters rest afterwards, clean up their equipment, and do other assumed normal actions.

In D&D games, it would take too long for you to describe each action your character takes. Many actions are assumed, and do not need to be talked about — such as eating, resting after and during travel, normal careful behavior, and so forth. The DM should decide how long any action takes.

Time for you, the players, is called "real time" to avoid confusion. A game usually takes 2-3 hours of real time, but may last for days in game time. The DM may say, for example, "you take two hours to walk to the dungeon, and . . . ." On the other hand, it may take you half an hour of real time to play a battle that lasts only a few minutes of game time.

Movement

In D&D games movement is given as the number of feet a character may move in one turn.

A single character moves up to 120′ per turn in a dungeon-like setting unless a lot of weight (such as armor) is carried. The movement speed may slow down to as little as 30′ per turn, depending on the amount carried. Groups move at the rate of the slowest character. A character wearing heavy armor moves at half the normal rate: 60′ per turn.

Though 60′ per turn may seem very slow, it includes many assumed actions — mapping, peeking around corners, resting, and so forth.

During encounters, movement is much faster. Characters can move ⅓ their movement rate per round, up to 40′ per round during battles (20′ per round if in armor). In addition, you may run away from creatures, at the even faster rate of 120′ (or 60′ if armored) per round. However, you may only run for 20 rounds at most (5 minutes) before becoming exhausted. If you are exhausted, you must rest for 3 turns (30 minutes).

If you are forced to fight without rest, the exhausted characters are penalized in combat. Monsters gain a +2 bonus to their Hit Rolls, and you must subtract 2 from all your characters' Hit Rolls and Damage Rolls. (Any successful hit will still inflict at least 1 point of damage.)

Listening

You should always listen carefully while you are exploring a dungeon; you may hear noises that give clues about what lies ahead. To hear anything, all the characters must stop moving and be very quiet. Armor and weapons clank and rattle when you move, spoiling your attempts at listening.

To listen for noise, simply tell the DM that you are doing so. The DM will roll to see if you hear anything. When listening at closed doors, each character can try *once*. Thieves have better chances than other characters. Undead creatures, like skeletons and ghouls, make no noise at all.

Light

Most dungeons are dark. Be sure to bring a tinderbox, which contains wood shavings, flint rocks, and a small piece of steel. (No matches or lighters in this medieval world!)

You will also need something to light with your tinderbox. A torch is cheapest, and will burn for 6 turns (1 hour). It cannot easily be "turned off." A lantern is more expensive and uses oil. One flask of oil will burn for 24 turns (4 hours) in a lantern. The lantern must then be refilled, using another flask of oil. A lantern has shutters, which can be closed for temporary darkness, if desired. A torch or lantern shines 30′ in all directions.

If you are carrying a light source (a torch or lantern), other creatures will probably see the light as you approach, and will not be surprised.

Remember that you only have two hands. If you are carrying a light source in one hand, then the other hand may hold a weapon or a shield — but *not both*.

Dwarves and elves have Infravision, a special ability which enables them to see 60′ in the dark by seeing heat. This means that they can move and fight without light, but it's risky. They cannot see a pit in the floor, for example, unless it is warmer than the air above it. They may also stumble over objects which are the same temperature as the floor, unless they are very careful.

Doors

You will find two kinds of doors in dungeons, *normal* and *secret* doors.

A **normal door** is made of wood, and often has metal reinforcing strips across it. Some have metal hinges, a ring or doorknob, and possibly a lock, either a padlock hanging on a latch or a lock inset into the door. Normal doors can often be forced or broken open, but a strong bar of wood mounted on the other side will prevent this.

To open a normal door, just tell your DM that you are doing so. The DM will assume that you are turning the handle, pulling the ring, or pushing on it gently. If it doesn't open, you may tell the DM "I'll force the door." Your character is then using Strength to open it, which may be successful if the door is merely stuck quite (quite common in dungeons). If the door still does not open, it may be locked, barred, or closed magically; or your attempt might have simply been unsuccessful, based on a dice roll. Try again! However, if a door is not opened on the first try at forcing it, any monsters on the other side will *not* be surprised by your party.

A **secret door** does not look like a door. It may simply be a section of wall that can be moved, or may be a small normal door hidden behind a curtain, rug, or some other furnishing. Any character may look for secret doors, but they are usually hard to find. Your DM will roll to see if you succeed, but you must tell the DM that you are searching for one, and where.

> EXAMPLE: I'll search for secret doors along the east wall of the room."

It takes 10 minutes (1 turn) of searching a 10′ x 10′ area to find a secret door. Less time will mean automatic failure.

Traps

Dungeons often contain traps. Old ruins usually have more traps than caves. The most common trap is a hidden trap door, which falls open as a character walks on it, dumping the character into a pit. There could be something in the pit — spikes, deep water, or a monster. Beware!

Many other traps are possible. A chest or treasure may be coated with poison; deadly if touched, but easily removed by rinsing with water. Some poisons are sticky, and can only be removed with wine. A blade trap may be found nearly anywhere, and usually inflicts enough damage to kill a 1st or 2nd level character.

Doors may be trapped on the handles, locks, or surface. Small darts may be found inside a lock, and may be poisoned for many different effects (paralysis, damage, death, etc.).

If you wish to search for a trap, tell the DM where you are searching, and the DM will roll to see if you find anything. You might have *no* chance to find a small trap, such as the type on a door or treasure. Thieves have a percentage chance at detecting any type of trap. Dwarves have better chances at finding large traps (such as pits) than other characters.

It takes 10 minutes (1 turn) to search for a trap in a small area, such as a 20′ square room or a 20′ long section of corridor. If less time is spent, no trap will be found.

Wandering Monsters

You will usually encounter monsters in rooms, rather than corridors. But the DM makes dice rolls to see if any Wandering Monsters come by. This type of creature usually has little or no treasure, and is a dangerous nuisance.

Wandering monsters are often determined by the type of dungeon. For example, caves could contain wandering animals. A castle ruin might contain wandering skeleton guards.

Miniature Figures

As you try to imagine your characters and the areas they explore, it is helpful to use miniature figures to represent the characters and monsters. Several types of miniature figures are available from toy and hobby shops worldwide, made of metal or plastic and suitable for painting. You should be able to find figures that look very similar to your characters. Official DUNGEONS & DRAGONS® figures are available.

To keep track of the party marching order, line up the miniature figures on the playing table. You may use a large piece of graph paper to draw the rooms and corridors found by the characters, and simply move the figures around on the paper. Several types of more permanent playing surfaces are available in plastic and vinyl, and the rooms drawn on them can be easily erased.

Scale Movement: When using miniature figures on a playing surface, a ruler is used to determine distance moved. One inch represents 10 feet. A movement rate of 60′ per turn means that the figure moves 6 inches each turn. Spell ranges and other ranges are easily determined when an accurate scale is used.

Encounter Rules

Surprise

There is more to an encounter than just walking into a room and seeing a monster. For example, you might have sneaked up on the creature — or it might have sneaked up on you! You might turn a corner, and be completely surprised to find a monster right there. But if the monster is surprised, too, then you would both stop for a moment and look at each other. The mutual surprise on both sides would cancel out, for no effect except a short delay.

For example, let's look back at your very first encounter — with the goblin. You entered the room, and the goblin screamed and swung his sword at you, but missed. You didn't get to do anything before he had swung, because you were *surprised.*

In the one-player adventure in this booklet, surprise has already been worked out. The description tells you whether you or the monsters — or both! — are surprised.

In group adventures, you roll to see who is surprised, and by how much. A *six-sided die* (1d6) is rolled for each side, and the results are compared in the following way:

You are only surprised if you roll a 1 or a 2; the same applies to the monsters.

If *both sides* are surprised, neither side can move or fight during that round. The mutual surprise cancels out. For the next round, either side might go first, so another roll (on 1d6 again) is used to decide. This is called rolling for *Initiative,* and is described below.

If *one side* surprises the other, the surprised side must wait during the first round, while the other side acts. Those that can act might spend the time attacking, talking, or moving — even running away!

If neither side is surprised, the DM must determine which side acts first in the round, by checking *Initiative.*

Initiative

When an encounter begins, you might act first, or the monster might go first. This is called *Initiative.* If you have the initiative, you get to act first, before the monster.

In all of your group's encounters, you will roll to see who has the initiative. The DM rolls 1d6 for the monsters, and one of the players rolls 1d6 for the characters. It doesn't matter which player rolls. Whoever gets the higher number wins the initiative, and swings first.

When the party has the initiative, the characters may use the time to talk, attack, move (fighters moving to the front, for example), or run away. Some monsters will also have similar choices, but most will either talk or attack. Very few monsters run away before anything happens.

If a monster has more than one attack, it will get *all* of its attacks before yours if it wins the initiative.

If each side rolls the same number, then all the action happens at once; the actions are "simultaneous," and neither side wins the initiative. Attacking characters can try to Hit, but whatever the result, the monsters may also make all of their attacks, even if you kill them with your first attacks!

Pursuit and Evasion

If either side decides to run away, the other side may chase. Time is measured in rounds for as long as the chase occurs. The side running away is "Evading," and those chasing are in "Pursuit."

You may evade monsters if you can move faster than they can *and* if you know where you are going — so once again, a map becomes important. If the monsters are catching up, try dropping things! Unintelligent monsters may stop to eat food. Intelligent monsters may stop to pick up treasure. In each case, there is a *50% chance* that the monsters will stop or slow down. Your DM will make all the necessary rolls.

ORDER OF COMBAT

A. Each side rolls for initiative, using 1d6.
B. The side that wins the initiative acts first:
  1. Morale Check (monsters and non-player characters only)
  2. Movement (using speed per round), including Defensive Maneuvers
  3. Missile fire combat (additional)
    a. Choose targets
    b. Make Hit Rolls
    c. Roll Damage for hits
  4. Magic spells
    a. Choose targets
    b. Make Saving Throws if necessary
    c. Apply results immediately
  5. Hand-to-Hand combat
    a. Choose targets
    b. Make Hit Rolls
    c. Roll Damage for hits
C. The side that loses the initiative then completes all the steps given above.
D. The DM handles all retreating, surrender, and other special results.

Combat Sequence

During a battle, the actions do not all happen at once. Your DM will use a checklist to be sure that the battle is run properly. The list is also given here for your reference.

This Combat Sequence includes several optional rules. If you are not using the rule referred to (such as Missile Fire), simply skip that step.

Repeat steps A through D as needed until the battle is over.

Additional rules

The following rules should not be used by beginners. They may be added after you have played two or three group games.

Missile Weapons

You have learned what to do when your character gets into a fight, but so far, you have only used a sword or dagger. These are called "hand-to-hand" or "melee" weapons (pronounced MAY-lay). Other types, called "missile weapons," such as bow and arrows, are handled somewhat differently.

Missile fire is a type of combat used when the enemy is too far away to fight hand-to-hand — in other words, more than 5 feet away. Missile fire can be affected by the distance to the enemy *(Range)*, objects that the enemy can hide behind *(Cover)*, the attacker's Dexterity Score, and magic adjustments, if any.

Not all missiles are actual weapons. Missile fire rules also apply when a character throws something at a monster, such as oil or holy water.

The various types of Missile fire you can use, and the ranges for them, are listed on the Missile Fire Table:

MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet) Short (+1)	Medium (0)	Long (−1)
Crossbow (Lt)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or dagger	10	20	30

The first group of weapons are devices that fire missiles; the second group are missiles your character throws by hand.

Whenever your character buys one of these items, you should make a note of the ranges. For example, a Long Bow should be listed as 70-140-210, the longest distances it can shoot in each Range category.

Device: A missile fire device is a weapon that fires missiles, such as a bow or crossbow. Devices cannot be used in hand-to-hand combat, or against targets within 5 feet.

A crossbow is similar to a normal bow (long or short), but is held horizontally and shot by pulling a trigger, which releases the string.

A sling is a leather pocket with long strings; the user holds the strings and puts a stone in the pocket. The stone is thrown by swinging it around and releasing one string at the right time. A sling is the only missile weapon usable by Clerics.

Thrown Weapons: A spear, dagger, or hand axe may be either thrown or held. They are good weapons to use when the monsters are nearby, as the character can use any thrown weapon in hand-to-hand combat. If the weapon is not thrown, Strength bonuses are used *instead* of Dexterity, and no adjustments are made for Range or Cover. A dagger or hand axe may be thrown at an opponent within range. Each spins in the air striking with the blade forward.

A spear is a long shaft of wood or metal with a sharp tip, and can be thrown straight at an opponent. It has the best range of any thrown missile.

Holy Water: This is water which has been specially prepared by a Cleric for use against Undead creatures. It can be used by any character. Holy Water must be kept in small, specially prepared glass bottles (known as vials) for it to remain Holy. The effect of one vial of Holy Water on an Undead creature is 1-8 (1d8) points of damage. For it to cause damage, it must successfully strike the target, thus breaking the vial. It may either be thrown (using missile fire rules) or used hand-to-hand (using normal combat rules.

Oil: Oil is carried in small bottles (known as Flasks), and is often thrown as missiles. It may also be spread on a floor. In either case, it will be slippery but not dangerous until it is lit by flame.

One flask of oil will make a pool 3′ in diameter, which will burn out in one turn if lit. Burning oil will cause 1-8 (1d8) points of damage per round to victims in the flames, including any creature trying to cross a pool of burning oil. Oil thrown at a creature will either miss (forming a pool where it falls) or hit. If it hits, it will drip off in a few rounds; if lit, the victim will take damage for 2 rounds at most.

Oil may be lit with any flame, such as a torch. If a torch is thrown at a creature, another Hit Roll must be made, but the creature's normal AC is not used; the target of any thrown torch is treated as AC 10, regardless of the actual Armor Class of the target (but the roll is adjusted as explained below).

As with Holy Water, oil may be used either as a missile or in hand-to-hand combat.

Missile Fire Hit Roll Modifications

Missile fire rules are used when the target is 5′ away or more. Normal combat rules are used if the target is within 5′. A missile fire device will automatically miss a target within 5′ unless the target cannot move.

When your character tries to use any type of missile fire, adjust your normal Hit Roll for the following things:

1. Dexterity
2. Range
3. Cover
4. Magic

1. Dexterity: Include any bonuses or penalties to your Hit Roll due to high or low Dexterity. You may have an adjustment from −3 to +3, depending on your Dexterity Score (as given in the "Bonuses and Penalties for Ability Scores" chart, on page 50).

2. Range: A weapon can only be thrown or shot to the longest distance on the chart. This is called weapon's range. For example, you can't throw a spear any further than 60 feet.

Ask your DM what the range to the target is, in feet. The DM may prefer to give you the general range instead of the exact distance, and may ask you which missile weapon you are using.

If the range is *short*, you add 1 to your Hit Roll. If the distance to the target is between the numbers given for *short* and *medium* ranges, there is no adjustment. If the distance to the target is greater than the number given for *medium* range, but still within the maximum range, you must subtract 1 from your Hit Roll. (The bonus and penalty are noted on the chart, as a reminder.)

Thus, a crossbow can shoot farther than any other weapon, and an axe or dagger can only be thrown at a nearby target.

3. Cover: The enemy may be harder to hit because it is hiding behind something; this is called **cover.** Cover could be gained by hiding behind a table or chair, or a tree or boulder outdoors. *A shield does not provide cover.*

If cover is used, your DM should mention that the monster has cover and will apply penalties to your chances to hit. You should always be told if the monster has cover, but you might not know how many penalties apply. These penalties are determined by the DM and range from −1 for partial cover to −4 for full cover.

4. Magic: If you are under a magic spell which helps your chances to hit, that applies here. In your adventures, you may discover magical missiles — arrows, crossbow bolts, and so forth — and bonuses from such magic also apply to your Hit Roll.

Variable Weapon Damage

Whenever you hit a monster in your adventures so far, your character's weapon inflicted 1-6 (1d6) points of damage. But if we consider the battle realistically, a dagger should do less damage than a sword (for example).

This advanced damage system allows different weapons to inflict different amounts of damage. The damage done by each weapon type is given on the chart below.

Some weapons can only be properly used with two hands. These are noted with an asterisk (*).

The large amount of damage done by two-handed weapons is balanced by two penalties: the attacker *cannot use a shield,* and *will always lose the initiative,* whatever the roll may be. The lack of a shield will reduce the character's Armor Class while that weapon is being used (unless, of course, no shield was used in the first place).

VARIABLE WEAPON DAMAGE TABLE

1d4	(1-4) points of damage: Club Dagger Sling stone Torch
1d6	(1-6) points of damage: *Arrow (long or short bow) Hand Axe Mace *Quarrel (crossbow) Short Sword Spear War Hammer
1d8	(1-8) points of damage: Sword (normal) *Battle Axe
1d10	(1-10) points of damage: *Pole Arm *Two-Handed Sword

*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

Combat Maneuvers

The following special forms of defensive movement are usable by any character in hand-to-hand combat. They may also be used by monsters. If a player wants to use one of these maneuvers, he or she must say so before rolling for initiative. These maneuvers may not be used if not declared before that roll.

If a character is near a battle but is not fighting hand-to-hand, that character may move normally. The movement rate depends on the amount of weight carried, as explained in the section on Encumbrance.

Any monster or character using a maneuver explained hereafter is called the "defender." The opponent is called the "attacker."

Fighting Withdrawal

If a defender is engaged in combat and wishes to back up slowly while fighting, the maneuver is called a *Fighting Withdrawal.*

The defender must have room to back up. In crowded situations, those behind the defender will get in the way, preventing the maneuver from succeeding! If room permits, the defender may move at ½ the normal movement rate, or less. The attacker may follow and continue attacking, but the defender may attack in return.

Retreat

If a defender wants to back out of a fight at more than ½ the normal movement rate, the maneuver is called a *Retreat.*

The attacker gains a +2 bonus on all Hit Rolls, and the defender's AC is calculated without a shield. The defender may not attack in return.

> EXAMPLE: Huxley is a fighter, wearing plate mail armor and a shield (AC 2). He opens a door and is attacked by a gargoyle. He has heard that gargoyles can only be hit by magic weapons, and he has only normal ones. At the moment, he is blocking the doorway. He tries to use a fighting withdrawal so other characters can get into the battle.
>
> As he is backing up, the gargoyle wounds him badly. He decides to *retreat,* to survive. The gargoyle attacks him as he runs, gaining a +2 bonus on its chances to hit AC 3 (Huxley's AC without shield).

Paired Combat

When you begin a battle, both sides roll for initiative. This one roll has applied to everyone on each side.

Your DM may choose, for small battles, to determine initiative for each monster or character instead of the whole group. When this is done, each player rolls for initiative, adjusting the roll by Dexterity bonuses or penalties as given on the following table. The DM will roll for each monster involved in actual combat, adjusting the roll if the monster is very slow or very fast. Most monsters have no adjustments to Paired Combat. One other initiative roll may be needed for other monsters not in hand-to-hand combat, if any, compared to a similar roll for characters not engaged in battle.

DEXTERITY ADJUSTMENT TO INITIATIVE
(Optional)

Dexterity Score	Initiative Adjustment
3	−2
4-5	−1
6-8	−1
9-12	No Adjustment
13-15	+1
16-17	+1
18	+2

Encumbrance

There have been no rules in your games thus far dealing with the amount a character can carry. You have been allowed to pick up as much treasure as you can find, and take it home.

This can become silly, if allowed to continue. Your characters may eventually find vast dragon hoards of thousands of coins, weighing hundreds of pounds, and the DM should not permit you to pick it all up and walk out!

Encumbrance is the name for the amount of weight that your character is carrying. The more you carry, the slower you move, according to the following chart. One new abbreviation is used. One coin of treasure, whatever the type (gp, ep, and so forth) weighs about ⅒ pound. Since coins are the commonest of treasures, the coin (*not* the pound) becomes the simplest unit of weight. From now on, the weight of all treasures, equipment, and so forth will be measured in *coins,* abbreviated *cn.*

Encumbered Movement Rates

"Normal speed" is used when your characters are walking through a dungeon.

"Encounter speed" is used whenever time is kept in rounds, such as during a battle.

"Running speed" is used whenever the party is running away from an encounter. Time is still kept in rounds, rather than turns, and the party must rest afterward. (See Movement, page 56.)

Basic Encumbrance

If a character is wearing no armor, or merely leather armor, and carrying the normal equipment taken on an adventure, the basic encumbrance is 300 cn. That type of character can pick up 100 coins and still use the top line of the chart. If more treasure is carried, the rest of the table is used to find the movement rate.

SPEED VS. ENCUMBRANCE TABLE

Encumbrance	Normal Speed (Feet per turn)	Encounter Speed (Feet per round)	Running Speed (Feet per round)
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400	15	5	15
2401 and more	0	0	0

If a character is wearing metal armor, whether Chain Mail or Plate Mail, and carrying other normal equipment, the basic encumbrance is 700 cn. The character moves at 90'/turn, and may pick up 100 coins and still use that line of the chart.

A character carrying more than 2400 cn (240 pounds) cannot move. Something must be dropped or given to other characters.

Using Encumbrance

Find the basic encumbrance for your character, as explained above, and write it on the back of your character sheet, under "Equipment." Remember to add to it whenever you pick up any treasure; your DM will tell you how many coins are found. A gem is counted as 1 cn, and other treasures (potions, jewelry, and so forth) are counted as 10 cn each.

A more detailed system of encumbrance, calculating the weight of each piece of equipment, will be given in the D&D EXPERT Set. But remember that the fun of the game comes from role playing, not bookkeeping, and your DM may merely wish to use a simple system for determining encumbrance.

Containers

Your character could not possibly carry even a few hundred coins unless they were placed in a sack or backpack. These items will hold:

Small sack	200 cn
Backpack	400 cn
Large sack	600 cn

Mules

Saddlebags may also be used if your DM allows mules to be bought. A saddlebag will hold 1000 cn. A mule normally moves at the same rate as a character, 120' per turn, and can carry up to 3000 cn while doing so. A mule can carry 6000 cn at most, which cuts its movement rate in half.

MULE ENCUMBERED MOVEMENT RATES

Encumbrance	Normal speed
up to 3000 cn	120'/turn
3001-6000 cn	60'/turn
6001 cn or more	0

Playing in a group

Retainers

A retainer is a person hired by a character to help on an adventure. Retainers are sometimes called "hirelings." Retainers are never characters run by players; the DM always plays the part of any retainers hired. They are called **Non-Player Characters,** or NPCs. All the people in any D&D game other than the characters, are NPCs.

Ask your DM if retainers are permitted in the game. You cannot use retainers if there are plenty of player characters, or **PCs** to do the jobs. In a game with only one or two players, retainers are often used.

If you want to hire a retainer, use the following procedure:

1. Find NPCs interested in working as retainers.
2. Tell them about the job, including the pay you offer, what is expected of them, and how long you intend to keep them.
3. Some NPCs will turn down your offer, but some will probably accept. If you find one that is acceptable, buy all the equipment the NPC will need.
4. Make a "retainer sheet" to be kept with your character sheet. This should be similar to the character information, including the retainer's name, Class, Level, race, Armor Class, Hit Points, weapons and equipment carried, Money, Experience Points, and any other information you wish to remember.

Using Retainers

When you check your character to see if you are ready for adventure, check the retainer sheet at the same time. Remember that *you* must buy all the equipment that the retainer needs.

During the adventure, tell your DM whatever you want to tell the retainer; the DM will play the role of the retainer. A retainer will *not* simply do whatever you want, though most reasonable instructions will be obeyed. The retainer might run away from danger, despite your instructions. This is determined by dice rolls made by the DM.

Your retainer does not normally get a share of the treasure found on an adventure. When you hire a retainer, be sure to clearly state the amount you will pay. If you find enough treasure to pay the retainer a bonus, that may make the retainer more loyal. In other words, the well-treated retainer will face greater dangers without running away, and will obey your instructions more often.

When the DM calculates XP at the end of an adventure, the total XP earned by the group is divided by the number of characters. A retainer gets ½ the normal award, and is treated as ½ character for the division.

> EXAMPLE: 550 XP are earned by 5 characters and 1 retainer. Dividing 550 by 5½ (counting the retainer as ½ character), the result is 100 XP for each character, and 50 XP (½ normal) for the retainer.

You must keep track of the XP for your retainer, using the retainer sheet. A retainer may have a bonus or penalty to the XP awarded, calculated in the same manner as XP for characters (explained in the DUNGEON MASTER'S RULEBOOK). In the example above, if the retainer's Prime Requisite score was 8, the retainer would only get 45 XP (a 10% penalty).

Your retainer may quit the job if treated badly. Otherwise, the retainer will stay either until dismissed by your character or until gaining one or more Levels of Experience. For example, if you hire a retainer for 1 month, the retainer will probably leave at the end of that month. But if the retainer is close to gaining a Level, he or she may ask to stay a bit longer. The decision will be up to you.

When your retainer quits, give the retainer sheet to the DM. The DM can use that character, and you may meet the retainer again later, in another game or in another town!

The World of D&D Gaming

Finding Other Players

The DUNGEONS & DRAGONS game is much more fun when played by groups than when played alone. Show or lend this booklet to a friend, so you can quickly start playing in a group. Each player can learn by playing through the Solo Adventures, just as you did.

You will probably be able to find others who already know how to play. Many of the best belong to the Official DUNGEONS & DRAGONS club, called the ROLE PLAYING GAME ASSOCIATION™ Network.

This is the *only* Official D&D Club, and offers a newsletter, special items, ways to find other players, and many other services, for a small fee — less than the cost of this game!

There are many other ways to find other players. Your local hobby shop may have a bulletin board where Dungeon Masters can post notices of regular games. Your school or library may also have news about other players and DMs.

Higher Level Characters

The dungeons for your characters to explore are often made up by the Dungeon Master. However, they can also be purchased, ready to play! You can buy pre-made adventures called "Modules," from TSR and some are designed specifically for use with this set of rules. As this is called the "BASIC" set, the modules that go with it are the "B" modules.

When your characters reach the 3rd Level of Experience, you should be almost ready for the D&D EXPERT Set. It gives more spells, rules for character levels 4th through 14th, and everything you need to improve your games. The modules designed for use with these additional rules are in the "X" series.

The fun continues with the D&D COMPANION Set, which covers character levels 15th through 24th.

Eventually you will be ready for the D&D MASTERS set, with rules for character Levels 25 and above.

The other modules you may find, with many other letter designations, are *not* designed for these rules. They are for use with the ADVANCED DUNGEONS & DRAGONS® game system.

Other Player Aids

As you can see, there is much more fun waiting for you in the DUNGEONS & DRAGONS game system. And there is even more than games — a whole Hobby awaits!

Character Sheets: You will probably want more Character Sheets when you start making up many of your own characters. They are available in a separate pack of 16. Be sure to get D&D® Character Sheets, *not* AD&D sheets, as both are available.

Dice: More dice can be purchased in sets, called DRAGON DICE™ random number generators. Each package includes one of each type (four-sided, six-sided, and so forth), plus a crayon to color the numbers with.

Miniatures: If you wish, you can purchase toy figures of your characters (and monsters, too). These figures can help you imagine better, because they give you something to look at. Imagine a battle with seven characters, fighting ten monsters! It's hard to imagine exactly what everybody is doing, so we often use figures to help keep track of where everybody is.

If you wish to use miniature figures, be sure to get DUNGEONS & DRAGONS or AD&D miniatures. The other game systems do not use the same characters and monsters. Official figures are available in both plastic and metal.

If you wish to paint your miniatures with realistic colors, Official D&D paints, colors and finishes are also available at better toy and hobby stores worldwide.

ADVANCED DUNGEONS & DRAGONS® Games

The AD&D® game system is different from the D&D system, which you have now. It is also a fantasy role playing game, but is much harder and more detailed.

There are currently six hardback books of rules for the AD&D system. Since it is so much more complex than the D&D system, with established rules for almost everything, it is often used in large tournaments, where accurate rules are needed.

Remember: you are *not* playing the more complex AD&D games with these rules. You are playing the original DUNGEONS & DRAGONS game!

Glossary

Here are the definitions of terms most commonly used in D&D® games.

alignment — The behavior of monsters and characters.

Armor Class — The armor worn by a character or the natural protection a monster has against attacks.

caller — The player who tells the DM what the party will do, based on what the other players tell him.

character level — see **experience**

charge (magical) — The magical energy needed to use a wand once.

class, character — The type of character being played.

coin (or **cn**) — A unit of weight.

concentration — A character putting all his attention on a single object or action, and being unable to do anything else; any distraction will break his concentration.

cover — Anything, except a shield, that one hides behind to gain protection from a missile attack.

cp — Copper pieces. There are 10 cp to one silver piece.

d# (d4, d6, d8, d10, d12, d20, d%) — A symbol showing a type of die.

damage — The die roll to determine how many hit points are lost.

demi-human — A human-like creature that is also a character.

dungeon — Where characters adventure; often in ruins and underground.

dungeon level — This refers to how tough the monsters found there are. The greater the dungeon level the higher the challenge.

Dungeon Master (DM) — The referee who creates the dungeon and monsters.

duration — The length of time an effect lasts.

effect — The area and those objects and creatures within the space which are affected by a spell or attack.

encounter — A meeting between player characters and monsters.

encumbrance — The effect of the weight of equipment and treasure carried by a character.

ep — Electrum pieces. There are 2 ep per gold piece.

evasion — Fleeing from a monster.

experience level — Indicates the power and ability of a character.

experience points (or) **XP** — Awards given to characters representing improved skills through adventuring.

fighting withdrawal — Backing up slowly while fighting.

gp — Gold piece. The basic unit of money in D&D rules.

Hit Dice — The number and type of dice rolled to find how many hit points a character or monster has.

hit points (or **hp**) — The amount of damage a character or monster can take before it dies.

Hit Roll — The lowest number needed to hit an opponent.

infravision — An ability that lets a creature see in the dark.

initiative — A die roll to determine who acts first in combat.

key — Information used by the DM that describes what is found in a dungeon and what the dungeon looks like.

lair — A monster's home or nest.

melee — Combat that occurs when within 5′ of each other using hand-to-hand weapons or claws and teeth.

missile fire — Attacks using weapons that are shot or thrown from more than 5′ away.

monster level — A measure of how tough a monster is, usually equal to its Hit Dice.

morale — The willingness to face a battle or run away.

NPC (or **non-player character**) — Any character that is played by the DM.

percentage dice (or **d%**) — Roll a d10 twice to get a number between 1 and 100; the first number is read as the tens and the second number is the ones.

player character (or **PC**) — A character that is controlled by a player.

pp — Platinum piece. One pp equals 5 gold pieces.

prime requisites — The ability most important to a given character class.

quarrel — A shaft that is shot from a crossbow (also called a bolt).

range — The maximum distance at which an attack may be made or a spell may be cast.

retainer — A non-player character adventurer in the employ of a player character.

saving throw (or **saves**) — A character's chance (by dodging, luck, willpower, etc.) to avoid or lessen the harmful effects of certain types of attacks.

secret door — A door that is hidden or disguised as something else, thereby making it hard to find.

sp — Silver piece. There are 10 silver pieces to one gold piece.

spell level — A measure of the difficulty and power of a spell.

turn (undead) — The ability of a cleric to make undead monsters run away by the power of the cleric's faith.

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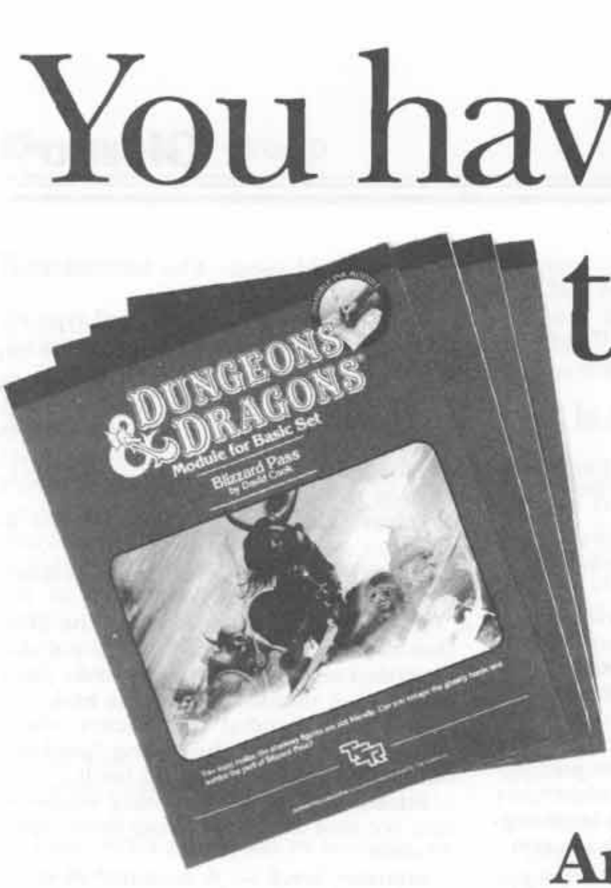

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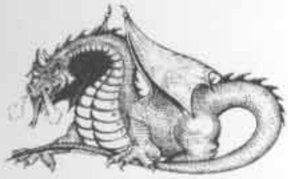

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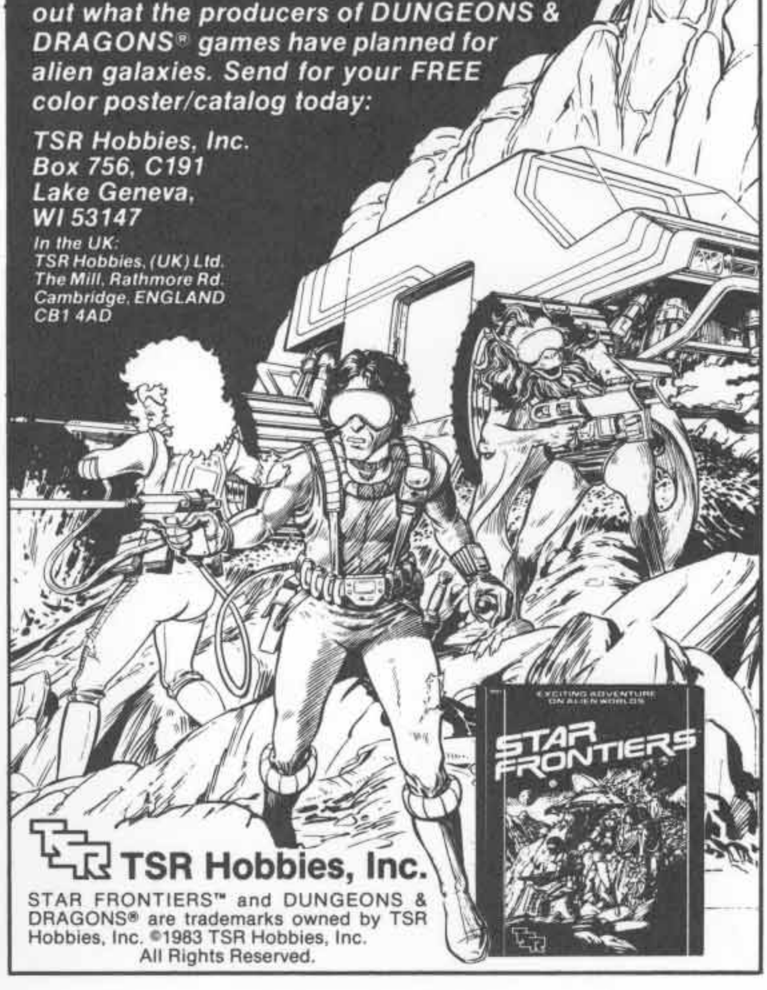
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DUNGEONS & DRAGONS® Character Record Sheet

Player's Name

Dungeon Master

Character's Name

Alignment

Class

Level

Armor Class

Hit Points

Character Sketch or Symbol

ABILITIES:

☐ STRENGTH adjustment

☐ INTELLIGENCE adjustment

☐ WISDOM adjustment

☐ DEXTERITY adjustment

☐ CONSTITUTION adjustment

☐ CHARISMA adjustment

SAVING THROWS:

○ POISON or DEATH RAY

○ MAGIC WAND

○ TURN TO STONE or PARALYSIS

○ DRAGON BREATH

○ SPELLS or MAGIC STAFF

LANGUAGES:

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

TARGET AC:	9	8	7	6	5	4	3	2	1	0
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19

DUNGEONS & DRAGONS® Character Record Sheet

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP:
GP:
EP:
SP:
CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

BONUS/PENALTY:

Needed for next level:

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DUNGEONS & DRAGONS®

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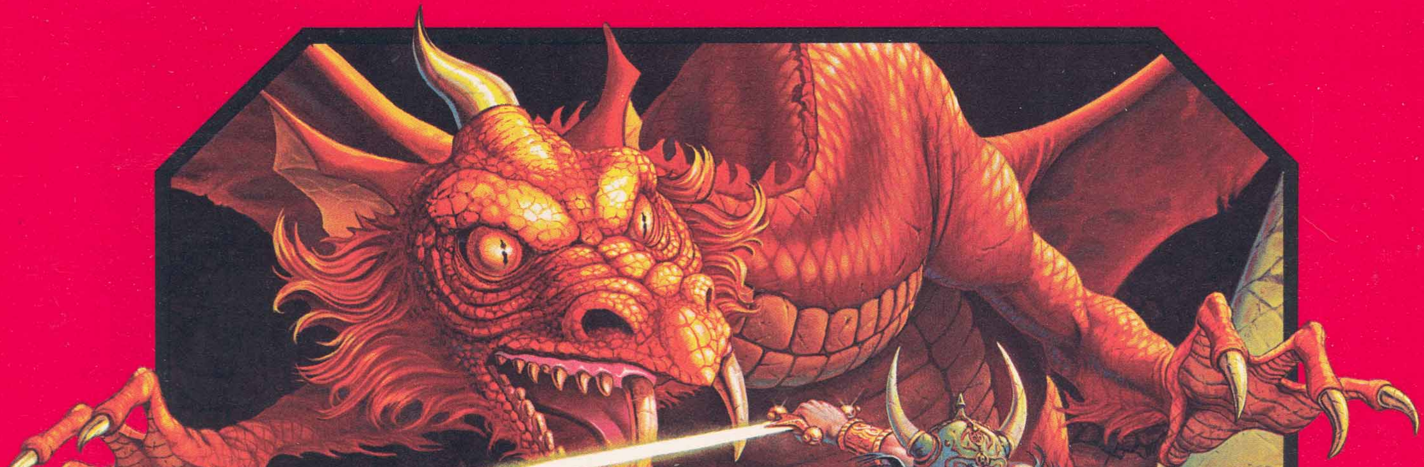

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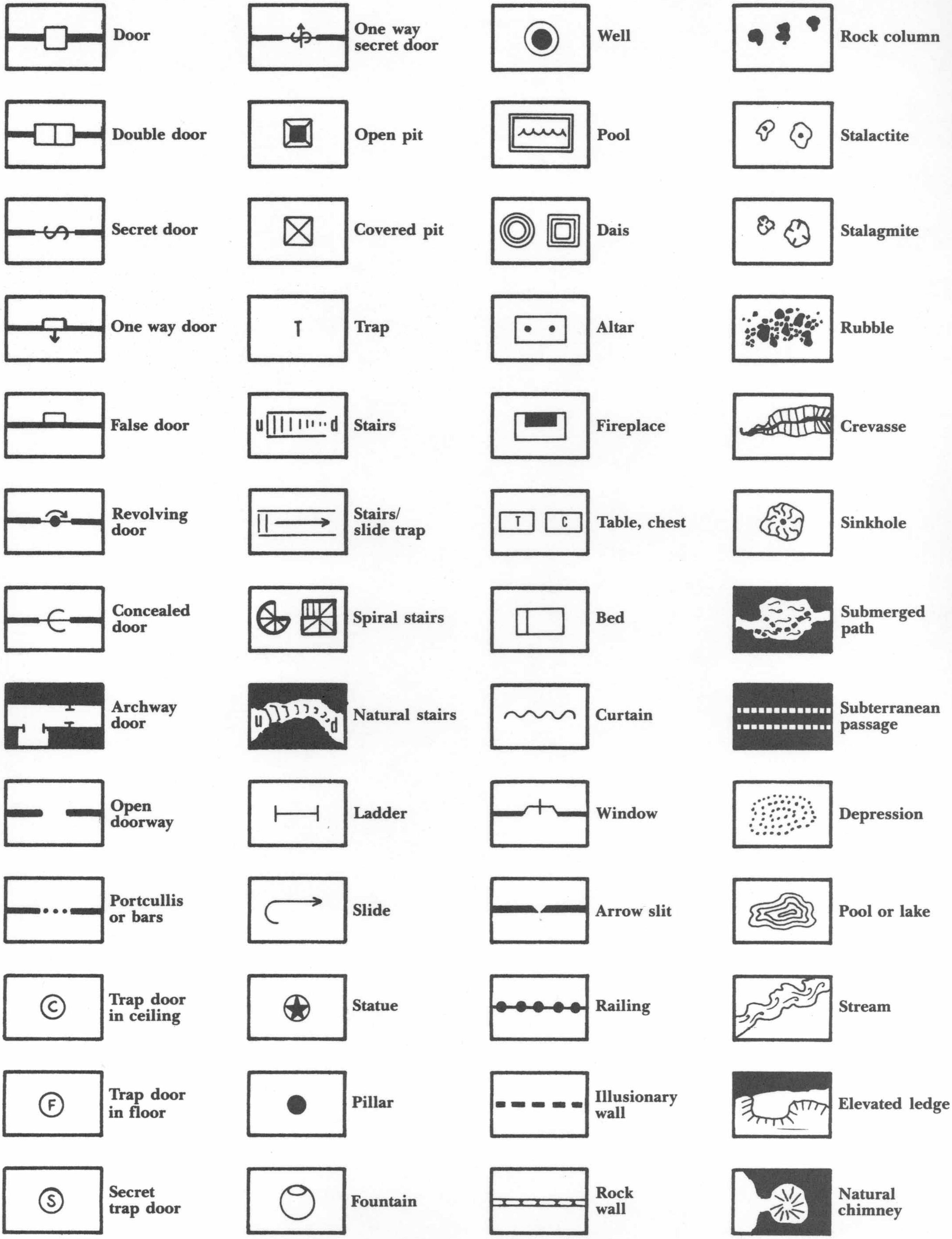
Door
Double door
Secret door
One way door
False door
Revolving door
Concealed door
Archway door
Open doorway
Portcullis or bars
Trap door in ceiling
Trap door in floor
Secret trap door
One way secret door
Open pit
Covered pit
Trap
Stairs
Stairs/ slide trap
Spiral stairs
Natural stairs
Ladder
Slide
Statue
Pillar
Fountain
Well
Pool
Dais
Altar
Fireplace
Table, chest
Bed
Curtain
Window
Arrow slit
Railing
Illusionary wall
Rock wall
Rock column
Stalactite
Stalagmite
Rubble
Crevasse
Sinkhole
Submerged path
Subterranean passage
Depression
Pool or lake
Stream
Elevated ledge
Natural chimney

DUNGEONS & DRAGONS®

Dungeon Masters Rulebook

by Gary Gygax and Dave Arneson

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Revised by Frank Mentzer
Illustrations by Larry Elmore,
Jim Holloway, and Jeff Easley

Preface

This booklet will show you how to run a DUNGEONS & DRAGONS® game. It will *NOT* show you how to play the game!

You may play a DUNGEONS & DRAGONS® game either by yourself or with others. If you want to play alone, use the Solo Adventure in the PLAYER'S MANUAL.

If you want to play a game with others, one person must first learn *how* to be the DUNGEON MASTER — the person who runs the game — and the others will be the players. You *must* know how to be a player before learning how to be a Dungeon Master. For now, if you only wish to play and not run games, then —

DO NOT READ THIS BOOKLET.

This booklet contains information for the Dungeon Master. You will have less fun playing if you learn the information *ahead* of time! A big part of the game is the mystery and excitement that comes from not knowing all the answers.

Later, when you are an experienced player, you may wish to look up some details, or even become a Dungeon Master yourself. And when the time comes, everything you need is right here.

If you have not read the PLAYERS' MANUAL, you will probably not understand most of this booklet. But if you have played the Solo Adventure, finished reading the rest of the PLAYERS' MANUAL, and want to become a Dungeon Master, then — *WELCOME!*

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Introduction

Read through this booklet from front to back, just as you did the PLAYERS' MANUAL. A vast wealth of information awaits you!

In your adventures so far, you have met many fearsome monsters — goblins, skeletons, and even a Rust Monster. There are dozens of other monsters described in this booklet.

You have found treasures — coins of all types, gems, and a magical potion. There are dozens of other treasures here.

You have visited a "dungeon" — some caves near a town. There is a new dungeon in this booklet!

You will also learn how to put all these things together, make your *own* dungeons, run games for other players, and probably have more fun than you ever imagined.

Terms and Abbreviations

Let's review the most commonly used terms in the game; they will often be used in this booklet.

A character being run by a player is simply called a **Player Character, or "PC."** The D&D games you will run are actually stories about the PCs in a fantasy world, and you and your players will make up these stories together. You will play the roles of the **Non-Player Characters (NPCs)** and monsters.

Take a moment to review these terms and abbreviations and become familiar with them:

Definitions:

Character: Any imaginary person (human, dwarf, elf, or halfling) in a D&D game.

Player: A person who plays the role of a character in a D&D game.

Adventurer: Any character which seeks adventure, daring to face monsters and dangers in search of fame and fortune.

Class: The profession of an adventurer.

Party: A group of adventurers, gathered to share their talents for the good of all.

Monster: Any creature that is not a character.

Normal Man: A typical townsperson, who is not an adventurer.

Treasure: Any valuable item, usually a coin, gem, piece of jewelry, or magic item.

Dungeon: Any place where monsters and treasures can be found (including caves, old ruins, and so forth).

Dungeon Master: A person who runs a D&D game, playing the roles of the monsters.

Non-Player Character: Any character that is run by the Dungeon Master instead of a Player.

Level: A number indicating the power of an adventurer or a spell.

Alignment: A term generally describing the behavior of any creature — Lawful, Neutral, or Chaotic.

Saving Throw: A creature's chance to save itself from a special attack (magic, poison, etc.).

Abbreviations

PC:	Player Character
NPC:	Non-Player Character (run by the Dungeon Master)
DM:	Dungeon Master
Str:	Strength
Int:	Intelligence
Wis:	Wisdom
Dex:	Dexterity
Con:	Constitution
Cha:	Charisma
NA:	Number Appearing
AC:	Armor Class
HD:	Hit Dice
hp:	hit points
d:	type of dice
D:	Damage
MV:	Movement Speed
#AT:	Number of Attacks
Save:	Saving Throw Class & Level
C:	Cleric
M:	Magic-User
F:	Fighter
T:	Thief
D:	Dwarf
E:	Elf
H:	Halfling
NM:	Normal Man
ML:	Morale
AL:	Alignment
XP:	Experience Points
cp:	copper pieces
sp:	silver pieces
ep:	electrum pieces
gp:	gold pieces
pp:	platinum pieces

The Most Important Rule

There is one rule which applies to everything you will do as a Dungeon Master. It is the most important of *all* the rules! It is simply this:

BE FAIR.

A Dungeon Master must not take sides. You will play the roles of the creatures encountered, but do so fairly, without favoring the monsters or the characters. Play the monsters as they would actually behave, at least as you imagine them.

The players are *not* fighting the DM! The characters may be fighting the monsters, but everyone is playing the game to have fun. The players have fun exploring and earning more powerful characters, and the DM has fun playing the monsters and entertaining players.

For example, it's not fair to change the rules unless everyone agrees to the change. When you add optional rules, apply them evenly to everyone, players *and* monsters. Do not make exceptions; stick to the rules, and be fair.

The Dungeon Master's Job

A DUNGEONS & DRAGONS game is basically a series of encounters, with other actions (such as movement and problem solving) between them. The dice are often used to find results when choices must be made. All the dice rolls are called *"game mechanics."* The game consists mostly of role playing, game mechanics, and strategy.

During an Encounter, the players make the Hit rolls, damage rolls, and Saving Throws for their characters. You, the Dungeon Master, make similar rolls for the monsters, plus other rolls to find the monsters' actions (such as reactions and morale).

The DM's Roles

You will play the roles of all the monsters, townspeople, and other creatures encountered. The best Dungeon Masters are able to play several roles at once — such as when the characters meet another party of adventurers, all played by the DM!

However, your creatures are not as detailed as the PCs, and are easier to play. Their actions are often determined by dice rolls. One rule applies to all the creatures, even though there are many different types: Imagine how the creature feels.

The actions of a creature are often determined by its Alignment or Intelligence. *For example,* an animal is not very smart, and will act very simply — hungry and hostile, neutral and unconcerned, or friendly. More intelligent creatures may be thinking of many different things; food, treasure, home and friends, and so forth.

When an encounter seems likely, think about how the creatures feel, and how they might act. When the encounter begins, you will often roll dice to find the actual reactions of the creatures. The results should be adjusted for the creatures' intelligence, habits, and other details.

Imagine how your creatures will react to these dangerous, greedy characters stomping around the caves! The monsters will try to survive and be happy in their own ways, and will often fight to defend their homes and treasures.

But *remember* — although the monsters may be fighting the characters, *you* are not fighting the players. If you try to entertain them, they will entertain you. Play the roles of the monsters, but forget them when they are slain. Their only purpose, in the long run, is entertainment.

Reactions

When an encounter begins, you may find the actions of monsters by making Reaction rolls. The results are a guide to playing the monsters' response to the arrival of the characters.

An encountered creature might attack automatically. The ghouls in your first adventure, for example, will always attack anyone entering their area, because the description of this monster says so. Most monsters do *not* always attack, so be sure to read the descriptions carefully.

Many creatures can be friendly or unfriendly, depending on the situation. Their reactions can sometimes be determined by the actions of the characters. If a fighter has a sword out and charges at a goblin, the goblin is not going to think the fighter is friendly! The goblin might attack and might run away, but probably won't try to talk.

More often, however, the characters will wait and "see what the monsters do" before they start anything. Likewise, most monsters will usually wait to see how the characters act! When this type of encounter begins, you should make a Reaction Roll for the monsters, using 2d6. Up to 3 Reaction Rolls may be needed to finish the encounter.

Whenever the characters attack the monsters, **stop** rolling for reactions. The monsters will fight to defend themselves, and might run away (depending on their Morale score, as explained on page 14).

Reaction Rolls are explained in detail on pages 22 - 23. Read that section before starting your first group game.

Running the Game

During most of a D&D game, the Dungeon Master leaves the decisions to the players. The DM presents the setting — describing what the characters see, offering choices of actions, and so forth. But the course of the game is determined by the actions of the party, as decided by all the players. The DM can almost relax and enjoy the characters' progress as they explore, make maps, solve puzzles, and so forth.

The DM usually deals with the characters as a group, rather than the individuals. However, when an encounter begins, a change occurs. The DM takes a more active role, becoming more aware of the actions of each character. The players have a more limited choice of actions as they confront a monster or NPC. The DM plays the roles of each of the creatures encountered, and decides their actions while considering those of the characters. Game time passes in "slow motion," as the DM carefully considers the round-by-round action (10 seconds at a time) and announces the results.

An experienced Dungeon Master can play the roles of several monsters at once. It can be very hard to do this fairly, without favoring the monsters or the characters. Just as players should keep "player knowledge" and "character knowledge" separate, so should the DM keep the "monster knowledge" completely separated from the "DM information." This challenging task is further complicated by the need to keep the game running smoothly at the same time!

The following checklists can be used to make sure that everything is handled smoothly during normal play (ORDER OF EVENTS IN A GAME TURN), during an encounter (ORDER OF EVENTS IN AN ENCOUNTER), and during an encounter that results in combat (ORDER OF EVENTS IN COMBAT). You may concentrate on the roles of the monsters, using these lists as reminders of the necessary game mechanics.

ORDER OF EVENTS IN AN ENCOUNTER

1. *Number Appearing:* determined by the DM (page 22).
2. *Surprise:* DM rolls 1d6 for each side (monsters and party) (page 58 of the Player's Manual).
3. *Reactions:* DM rolls 2d6 for the monsters' first reactions (page 22).
4. *Results:* If —
   a. both sides talk, continue reaction rolls, negotiation, etc. as needed.
   b. one side runs away, the DM handles Evasion and Pursuit (page 16).
   c. one side attacks, continue with ORDER OF EVENTS IN COMBAT.

ORDER OF EVENTS IN A GAME TURN

1. *Wandering Monsters:* DM rolls 1d6 (Normally checked every 2 turns)
2. *Actions:* Caller describes all party actions (movement, listening, searching, etc.)
3. *Results:* If —
   a. a new area is mapped, the DM describes it.
   b. an encounter occurs, skip to ORDER OF EVENTS IN AN ENCOUNTER.
   c. something is discovered (secret door, item, etc.), the DM announces the results.
   d. no encounter occurs, the game turn ends; return to #1.

ORDER OF EVENTS IN COMBAT

1. *Intentions:* The DM asks each player what the character intends to do in the coming round.
2. *Initiative:* Each side rolls 1d6. The side that wins the initiative acts first.
3. *Actions,* side that wins initiative:
   a. *Morale checks,* if needed (page 19).
   b. *Movement* (and optional combat movement, page 56 of the Player's Manual).
   c. Missile fire (page 59 of the Player's Manual).
   d. Magic spells and magic items used (such as wands).
   e. Hand-to-hand combat.
4. *Actions,* side losing initiative; follow steps a through e above.
5. *Results:* If —
   a. all the monsters are defeated, the combat (and game turn) ends; return to ORDER OF EVENTS IN A GAME TURN.
   b. one side runs away, the other may pursue, and the fleeing side may attempt to evade (page 16).
   c. the combat continues; return to the first step in the ORDER OF EVENTS IN COMBAT and repeat all the steps.

Your first game

The following adventure is designed for use by a beginning Dungeon Master. It will tell you what to say to the players, when and what to roll, and includes page references for additional information.

Before you start, you should look through the rest of this booklet, to see what information is given. One section called **"Procedures and Rules"** (pages 14 – 21) gives details on handling most situations. Retainers should not be needed if there are 4 or more players, but if you use them, be sure they are properly handled (page 20). The Order of Events checklists will be helpful during the game.

Monsters and treasures are explained afterwards in separate sections. All the details on the monsters and treasures found in this adventure are fully explained here, and you will not need to refer to those sections.

Before you start the game, make sure all the pre-game details have been handled, using the Pre-game Checklist.

PRE-GAME CHECKLIST

1. Do all the players know how to play? Have they played the Solo Adventure in the PLAYERS' MANUAL?
2. Have you read this book up to this point? Have you looked through the rest of this booklet?
3. Do you and the players know the "Who-Why-What-Where-When" of the adventure?
4. Are all the characters ready to go, including equipment?
5. Have the players chosen a Caller and a Mapper? Do they have a piece of graph paper and a pencil, to map with?

If any answer is "No," stop and fix the problem.

In this adventure, you will find many sections to be read *to* the players. Listen to them while you are reading; they contain information for you, too!

Whenever you find a paragraph that starts with "DM:" it contains information for you *only*. Stop for a minute and read it. The DM Information contains instructions on how to run the coming encounter, or how to handle a new situation.

Adventure Record Sheet

Using a blank piece of scrap paper, make a list of the details you will need during the adventure. Near the top of the page, write the name of each character, making a list. To the right of each name, write the class of the character. To the right of the class, write the Armor Class of the character.

Ask the Caller for the party's marching order. The characters would normally travel in single file or in pairs. Write the marching order below the character list, using initials, and note which end is the front to avoid confusion.

The rest of the sheet may be used for keeping track of time, the details of monsters encountered, treasure found, and any other notes you wish to make.

When you are ready, turn the page and start reading, following the instructions given.

Group Adventure

Start: Read the following to the players:

> "Many years ago, this part of the Realm of Man was ruled by a magic-user named Gygar, a man of great and mysterious powers. He ruled the lands from his mighty castle Mistamere, located at the foot of the mountains to the north.
>
> "Gygar died after a long and peaceful rule, but no successor was named. Over the years, the unclaimed castle fell into ruins.
>
> "Now, centuries later, the outline of the broken towers can still be seen from the town, ever beckoning to seekers of danger, fame and fortune.
>
> "You have gathered around a dinner table in the Gold Dragon Inn, in the center of town, to discuss your plans. The Inn is busy, filled with ruddy-faced townsfolk and other adventurers, who are eating, drinking, laughing, and having a splendid time.
>
> "You have all heard the tales told by others, tales of monsters lurking within the ruins and guarding rich treasures. None of you have been there, but after an evening of discussion, you decide to try your luck in the castle ruin, and plan to meet at dawn for the short journey.
>
> "One special note: the town rulers have offered a reward of 1,000 gp for the capture of Bargle, the renegade magic-user! The death of Aleena, a well-known cleric, was the 'last straw.' They want to stop this danger once and for all, so keep your eyes open!"

DM: Stop a moment and make sure that all the characters are ready to go. Then continue reading:

> "It's morning, and you're off to the castle. It lies only 3 miles from town, just a healthy walk past a local farmer's fields. As you follow the dirt road past the farm, you greet the workers tending the crops. It's a lovely summer's day, and all seems peaceful.
>
> "The land owner himself sits atop a wagon, watching his men, and chats with you before you continue onward. He mentions that he has had no problems with monsters, and if any lurk in the nearby ruins, they stay there 'like respectable monsters should.' Every night, however, he carefully locks up all his animals.
>
> "After bidding him a good day, you continue toward the ruin. As you approach, you see that the walls are jagged and full of small holes, and a few large stone blocks have tumbled to the earth, laying scattered around the ruins.
>
> "A gateway in the center of the front wall stands empty, and the massive outer doors now lay rotting nearby. This gateway seems to be the easiest entrance through the wall. A 10′ wide gaping hole is in the wall off to your left, and could be another entrance.
>
> "You do not see any other entrances; the rest of the wall is crumbling, but few wide holes have opened. This outer area has no other interesting features. A sheer cliff, the face of a mountain, rises at the north edge of the ruins."

DM: Now read the next section to yourself, and then continue with #1.

DM Information

Find #1 on the map on this page; that is the location of the characters at this point. They have approached from the south (from the bottom of the map), heading north (towards the top of the page).

Assume that the walk from town took about 1 hour, and that the time is now 8:00 a.m. Note this near the top of your Adventure Record Sheet, and keep track of the passage of game time from now until the adventure ends.

The Hit roll charts and Saving Throws that you will need during the adventure are given here, for your convenience:

HIT CHART

Monster's Hit Dice	Character's Armor Class 9	8	7	6	5	4	3	2	1	0
up to 1	10	11	12	13	14	15	16	17	18	19
1+ to 2	9	10	11	12	13	14	15	16	17	18
2+ to 3	8	9	10	11	12	13	14	15	16	17
3+ to 4	7	8	9	10	11	12	13	14	15	16

Saving Throws	Monster Saves As: Normal Man	Fighter 1-3	4-6
Poison	14	12	10
Magic Wand	15	13	11
Paralysis	16	14	12
Dragon Breath	17	15	13
Spell	18	16	14

1 Read the following:

> "The path through the rubble passes the fallen door. As you carefully approach, you notice some slight movement beneath it. You stop, wary of danger.

DM: Encourage the players to send someone forward to examine the door. They should do so, to be sure their path will be safe. If they don't investigate now, a hidden monster could surprise the party as they pass by. The following encounter is a "warm-up" for both you and the players to practice playing in a group.

Find out which characters are examining the door closely, and which are keeping watch for other dangers. Then read the following:

> "Suddenly, the ground along one edge moves, and a hole appears. There's something under the door!"

DM: If the characters closely examining the door, select a fighter or dwarf (if possible), or randomly pick a character, to be the victim of the coming attack. Do not tell the players what you have done!

Ask the players, one by one and starting with the victim you have chosen, what their characters intend to do. Remember what they say, and make notes if you wish. Then read the following:

> "You see a large worm-like monster stick its head out of a hole under the door. It has eight long tentacles in a circle around its mouth. It doesn't come all the way out — just far enough to attack you —" (name the victim).

You will need the following details about the monster. Copy them onto your adventure Record Sheet:

CARRION CRAWLER

Armor Class:	7
Hit Dice:	3 + 1
Move:	120′ (40′)
Attacks:	8
Damage:	Paralysis
Save as:	Fighter: 2
Morale:	9
Hit points:	10
Align:	Neutral
XP Value:	75

If the monster is put to sleep by a **Sleep** spell, read #2. If the monster is killed, read #3.

The carrion crawler will use all 8 of its tentacles to attack the single victim you have chosen. Tell that player to roll 1d6 for initiative, while you roll 1d6 for the monster. If your roll is higher, make 8 Hit rolls for the carrion crawler. If the player's roll is higher, allow the party to move or attack first.

Be aware of the actions of the other characters, but do not allow any of them to attack in the first round unless they are next to the victim. If any Missile Fire attacks are desired, tell the players "You must move around for a clear shot, to avoid hitting your friends. You may fire next round."

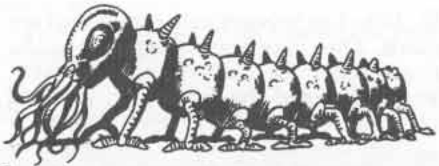
If any of the carrion crawler's attacks hit, the character must make a Saving Throw vs. Paralysis (one per hit) or be paralyzed. If any Saving Throw is failed, tell the victim "You fall over." Tell the rest of the players that they see the victim fall, but do *not* say whether the character is alive or dead.

After the first round of combat, ask each player for actions for the coming round. If the first victim is paralyzed, the monster will attack the next closest character. If no characters are nearby, it will crawl out of its hole and attack the nearest.

If more than one character moves in to attack the monster, the 8 attacks will be divided among the two closest opponents. Anyone hit must make a Saving Throw or fall over, paralyzed.

Continue running the battle as long as necessary. The party should be able to kill the carrion crawler fairly easily. Any paralyzed characters will recover in 3 turns (½ hour), unharmed. The party may wait in the outer ruins (this area) while their friends are recovering, or may drag them out to the edge of the fields (an even safer move). Whichever they choose, be sure to keep track of the passage of game time, counting the battle as 1 full turn.

2 The carrion crawler is put to sleep by a magic-user or elf spell. When it goes to sleep, it merely stops moving, and its tentacles slump to the ground. Any character with a sword or dagger can kill the monster with one blow, and without waking it up. When the monster is killed, read #3.



3 The carrion crawler is killed. It slumps to the ground, motionless. Read the following:

> "Looking at the dead creature, you see that it is about 9′ long and has many small legs, like a centipede. You have heard talk of such a creature, back in town. They called it a carrion crawler. You peer into its hole under the door, to see if any others are still hiding there."

DM: If the monster climbed out to attack the party, skip to #4. Otherwise, continue:

> "You don't see anything moving, but the glint of treasure lies below! However, the body of the monster blocks the opening. Do you want to pull it out of the way?"

DM: The huge door is too heavy to be moved, and it would take hours to dig another hole through the rubble. If the characters cooperate, they can grasp the body of the monster and pull it out of the hole. Its tentacles are not dangerous after death, and the creature may easily be pulled out of the hole. Read #4.

4 Read the following:

> "With the body out of the way, you can clearly see a pile of coins at the bottom of the hole, about 8′ down. Do you want to just go in and get it, or does anyone want to search for traps first?"

DM: In the future, you should not remind the players about traps. But in this "warm-up encounter," try to help them decide what to do. There are no traps or other unusual features to be found, but the characters should always check.

A skeleton will be found at the bottom of the hole, mostly covered by the treasure. Close inspection will reveal that it is the skeleton of a short man-like creature whose head is smiliar to a dog's. It does not move, being merely an old skeleton of one of the carrion crawler's past victims. Read the following:

> "This looks like the remains of another creature you've heard about, called a kobold. Kobolds act and live much like goblins, but are a different race.
>
> "You carefully gather the treasure, putting it into sacks and dividing it among yourselves to balance the load. The coins are all copper and silver, about a thousand of each, and two gems — garnets — are uncovered near the bottom of the pile. You also find a small leather bag, almost rotted away. It may have belonged to the dead kobold."

DM: The garnets are worth 100 gp each. If a dwarf examines them, the value will be discovered; otherwise, they must be identified in town. The bag contains 15 cp and a brass key.

On your Adventure record, under the carrion crawler information, make a note of all the treasure found.

Anyone may take parts of the carrion crawler or kobold skeleton if they wish, but they are useless and have no value. When the players are ready to continue the adventure, read #5.

5 Read the following:

> "As you gather the treasure, you hear a loud THUMP. You see that the main gateway is closed! Although the huge outer doors lie here, rotting, a pair of inner doors remain. They have been closed; the only entrance is now the 10′ wide hole in the wall, off to the left.
>
> "Start mapping. Each square on the graph paper represents an area 10′ long. The gateway, now closed, is 40′ wide; put that near the bottom of your map, in the center. The wall to the right of the gateway is 130′ long. The wall to the left goes 100′, then has a 10′ wide hole, then continues west another 20′. The entire south wall, counting the gate, is 300′ long.
>
> "The wall is about 50′ high, and very shaky. Any climbing might pull some blocks loose, and they could kill you if they hit you."

DM: Make sure that the mapper has an accurate picture of the area. You may add the path leading to the front gate and the fallen doors if you wish.

Offer the players the following choices of action. If they pick one, turn to the entry number given. If they insist on actions not given in the list, do the best you can.

Examine fallen blocks	6
Peek into holes in wall	7
Go to the closed gateway	8
Enter the gaping hole	9

6 Read the following:

> "As you prowl around the rubble, you find several large blocks of stone, apparently fallen from the decaying walls. Another kobold skeleton lies under one of the blocks, but no treasure is visible, and the block is too heavy to move."

DM: Allow the players to choose from the list of options given in #5. Mark off 1 turn of time for examining the fallen blocks.

7 Read the following:

> "You carefully move up to the wall, looking for holes to look through, hoping to discover some clue about what lies on the other side. But all of the holes are too high to reach. You cautiously explore a bit more, and find some other holes along the east wall, to the right. Some are near ground level, and you carefully peer through.
>
> "You see a large courtyard inside the wall, and the remains of a castle. The castle ruin is old and cracked, but not as badly as the outer wall, where you are now. Only one story of the castle still stands; the upper parts have crumbled, and the rubble is scattered throughout the courtyard.
>
> "You see a group of creatures hiding in the shadow of the wall, avoiding the open sunlight. They are kobolds! There seems to be about 10 of them, but you cannot see them clearly enough to determine their exact numbers or their equipment carried."

DM: Mark off 1 turn of time for finding the holes and looking through them. Encourage the players to talk about what to do next.

As they talk, tell the mapper to draw the area inside the outer walls, and read the following:

> "The outer wall is 10′ thick. A pathway leads through the rubble, starting at the gateway and leading 90′ north to a pair of doors in the middle of the south wall of the castle ruin. Those doors are 20′ wide. The castle wall extends 80′ to each side of the doors, east and west. The side walls of the castle are each about 100′ long, reaching north to the face of the mountain's rugged cliff."

DM: If the party decides to enter the hole in the wall, read #10. If they go to the closed gateway, read #8. Mark off another turn of time for discussion and some movement, back to the outer ruins in front of the wall.

8 **DM:** The party decides to go to the closed doors at the front gate. When they get there, they may try to open the doors, but will have no success. Give them the options listed in #5.

9 **DM:** If the characters did not look through the holes in the wall, roll 1d6. If the result is 1-3, the kobolds gain surprise: In the coming battle, each kobold will get one free missile fire attack before the party can act. If the result is 4-6, no free attacks will occur, but the kobolds will attack anyway. Read #10.

10 **DM:** The kobolds in the courtyard are guards. They have been ordered to not let anyone enter the ruin. Seeing the party, they have closed the front gate, and will hold it shut if the party tries to break in.

These kobold guards are the biggest in their tribe, and have maximum hit points (4 each). They are armed with short bows, arrows, and short swords. Each kobold has 2 quivers of arrows (20 per quiver), so you will not need to keep track of their equipment. A hit from a kobold arrow will inflict 1-6 points of damage, but the short sword attack of these weak creatures causes only 1-4 points of damage. Use the "up to 1 Hit Die" line of the Hit roll as chart, kobolds are merely ½ Hit Die creatures. Each kobold carries a small leather bag containing 3-18 cp, but no other treasure.

A **Sleep** spell cast at the kobolds will automatically put them *all* to sleep. If this occurs, *stop* (regardless of what is happening at the time) and read #16.

Read the following to the players:

> "As the kobolds start firing, some of you may take cover behind the boulders in the courtyard. What do you want to do — fire back at them, move in, or what?"

DM: Find the planned actions of each character, one by one. If they want to talk about the situation, rounds of time will pass, and the kobolds will keep firing. For each minute of real time the players spend talking, count off one round of game time, and make one round of Hit rolls for the kobolds! Treat any part of a minute as a full round. The characters should take cover before they start talking, and you may remind them of this.

Missile fire is featured in this encounter. The kobolds begin firing as the party enters through the hole in the wall. The battle could result in the following situations:

a. The characters respond with missile fire of their own, and do not approach the kobolds. Some characters may take cover behind boulders. If this occurs, read #12.

b. One or more characters move towards the monsters, and are fired upon several times. If this occurs, read #13.

c. The characters move cautiously towards the kobolds, using boulders for cover. If this occurs, read #14.

d. One or more characters remain inside the hole entrance, keeping the attention of the kobolds while the others circle around. If this is done, the kobolds will be busy with missile fire, and the party *may* break in. If this occurs, read #15.

e. The characters all go back out, circling around to enter by the gateway. They will still not be able to get in, and must return to the hole in the wall (or go home).

KOBOLDS

Armor Class:	7
Hit Dice:	½
Move:	90′ (30′)
Attacks:	1 sword or 1 arrow
(range 50/100/150)	
Damage:	1-4 or 1-6
Save as:	Normal Man
Morale:	6
Hit points:	4 each
Align:	Chaotic
XP value:	5 each

11 **DM:** The party attacks the kobolds hand-to-hand. If possible, each monster will attack a different character. You may choose opponents, or pick targets randomly.

In each round of combat, remember to ask each player for actions, make an initiative roll, and then run the action.

When the first kobold is killed, roll 2d6 to check morale. If the result is 5 or less, the kobolds will try to run away, toward the castle ruin. They are slow creatures, however, and can be caught by anyone not wearing metal armor. If any kobold is caught, they will *all* stop and fight to the death.

If all the kobolds are dead or gone, the encounter ends. Stop keeping track of time in rounds. Count the entire battle as 1 turn of time, and read #18.

12 **DM:** One or more characters start firing missiles at the kobolds. The range is 110′. If a character uses a long bow or crossbow, the range is medium, and no range adjustment is used. The range is long if a short bow is used, for a −1 penalty to each Hit roll. The range is too great for a sling to be used, or if hand-hurled weapons are thrown. Remind the players to keep track of the arrows or quarrels shot! If they run out of missiles, they cannot continue firing.

The kobolds are under cover, and the characters may also take cover. The kobolds will fire at those characters firing back at them. When firing at any target completely under cover, a −4 penalty should be applied to all Hit rolls. Thus, the kobolds need a Hit roll of 20 to hit a character in plate mail armor (since a 20 always hits unless the range in too great). A character needs a Hit roll of 16 (instead of the 12 normally needed to hit AC 7), unless a range or Dexterity adjustment applies.

The kobolds will keep firing until most are dead. When only 3 (or less) kobolds are left alive, the survivors will run for the door to the inner castle ruin. Characters may fire for two rounds while they run. The running kobolds do *not* have cover, and are AC:7. The characters are too far away to catch them. If any survivors get to the door, they will go inside, close and lock the door behind them, and go downstairs to Dungeon Level Two.

13 **DM:** Look at the range of the kobolds' short bows: 50/100/150. The distance between the kobolds and their targets is 101-150 feet, the range is long, and Hit rolls are penalized by −1. At 50′ range or less, the range is short, for a +1 bonus to Hit rolls. Any distance in between (51-100 feet) is medium range, with no adjustment.

You must carefully keep track of the exact position of each character during this encounter. As characters move, the missile fire range will change. Characters in metal armor move 20′ per round; in leather armor, 30′ per round; unarmored, 40′ per round.

When the party first enters, the kobolds are hiding behind some rubble next to the path inside the gateway. They are 110′ away from the party, so their first missile fire attacks are at long range (−1 penalty on each Hit roll). These attacks may be aimed at any characters, either selected or randomly determined.

During the first round of movement, the approaching characters move into medium range (no range adjustment). All the missile fire is aimed at the approaching characters. The kobolds ignore those characters taking cover.

Carefully keep track of both the positions of the characters and the passing of each round of game time. Remember to roll for initiative each round, to see if the characters move before or after the kobolds fire their arrows.

When any character gets within 20′ of the kobolds, all the monsters will drop their bows and draw their swords. They will all attack immediately; read #11.

14 Read the following:

> "You see that the hail of arrows is dangerous, and approach with caution, taking cover behind boulders and moving from rock to rock."

DM: Using this strategy, the characters will have cover, but will move at half normal speed. Keep track of the positions of each character, from round to round. Apply a −2 penalty to all the kobolds' Hit rolls when attacking the approaching characters that use this strategy. Read #13 to handle the missile fire, but remember to use

(a) half normal movement rate for characters, and

(b) a −2 penalty to all kobold Hit rolls for missile fire.

15 Read the following:

> "You decide to split up. Someone stays at the hole in the wall, keeping the kobolds' attention, while some of you go back out to circle around to the front gate."

DM: Other than using a **Sleep** spell on the kobolds, this is the best possible strategy. The kobolds will keep firing at the characters by the hole in the wall.

Keep track of time! A character in metal armor (moving 20′ per round) will take 6 rounds to get to the doors. During this time, the kobolds will all keep firing at their targets by the hole in the wall. If no characters are firing back at them or moving toward them, 3 kobolds will stop firing and hold the doors.

When characters try to break into the front gate, roll 1d6. Modify the result as follows:

Subtract 1, because the doors are locked.

Add the Strength adjustment of the strongest character forcing the door (+1 for 13-15 Strength, etc.).

Add 1 for each additional character helping to force the door, whatever their Strength scores (+1 for 2 characters forcing the doors, +2 for 3 characters, etc.).

Subtract 3 if kobolds are holding the doors closed.

If the adjusted total is 5 or 6, the doors are broken open. If the total is 4 or less, the doors hold fast. Characters may repeat the attempt once per round.

If the doors are broken open, the characters may move in while the kobolds draw their swords. No free attacks are gained by either side. Read #11 to run the hand-to-hand combat.

16 Read the following:

> "As you cast the **Sleep** spell, you see all the kobolds stop and fall over."

DM: Stop keeping track of time in rounds; the battle is over. The characters may approach the kobolds or do whatever they wish.

The characters may kill all the sleeping kobolds easily. However, if they keep one or more as prisoners, binding them with ropes, read #17. Otherwise, read #18.

17 Read the following:

> "You tie the kobold securely; you have a prisoner. Do you want to wake him up and talk to him?"

DM: If the players do not wake the kobold, read #18. If they wake him, continue:

> "The kobold awakens, and looks around in panic. He struggles a bit but finds himself securely tied. In a strange dog-like voice, he growls, 'What do you want?'"

DM: Play the role of the kobold prisoner. He will not say anything about the rest of the dungeon, but will reveal that he is one of the guards, placed here to prevent anyone from entering the ruins.

The kobold will offer to give money if the party will let him (and any other surviving kobolds) go. He asks to be untied to show the party where the treasure is. If the party unties him, however, he will run for the door to the ruined castle, and get away!

If the party insists on keeping a rope tied to him, he will lead them to a pile of rubble by the east tower ruin. After digging for a minute, he will pull out a small iron box, which is not locked. The box contains 100 gp and a black gem (onyx, worth 50 gp).

If the characters want to kill the kobold after getting the treasure, remind the lawful characters that they would keep their part of the bargain, and let the kobolds go. If released, the kobolds will all leave peacefully. After thanking the party, they leave by the front gate and run away to hide in the mountains.

When all the kobolds are gone, read #18.

18 Read the following:

> "You gather the treasure from the kobolds, and find a total of 80 cp in their sacks. You also get 8 quivers of arrows, with 10 in each quiver. Their short swords are not well-made, and are worthless."

DM: Now stop the game. Tell the players about each of the possible strategies given in #10. You may either read each section to the players, or play each one, as if it actually happened! If you play them, treat them as practice only. Remember what the characters' hit points and equipment are now, so they can be returned to "normal" after the practice.

When you are ready to continue the game, read #19.

19 **DM:** To run the rest of this adventure, use the following Encounter Key for descriptions of each area of the dungeon. Keep track of the location of the party on your map. When they approach a numbered location, find that number in the key, and read the description.

Remember to keep track of time. The party's movement rate per turn is equal to the movement rate of their slowest character (probably 60′ per turn).

Use the Order of Events checklists to be sure you are running each turn and encounter properly. If you have any problems, remind the players that you are still learning, find the explanation of the situation in this booklet, and read it.

Dungeon Level One

Notes for the DM

The first level of this dungeon may be used for two or three group games. It was designed using the guidelines given on pages 46 – 47. Treasure is placed according to the frequency given. Of all the rooms, ⅓ are empty, ⅓ have monsters, ⅙ have traps, and ⅙ are "Specials."

One room (#27) contains dangerous monsters and a difficult situation, and should not be entered by beginning characters (nor run by an inexperienced DM!). Its doors are specially locked to prevent first level characters from entering. When any character reaches the 2nd level of experience, the room may be entered.

The second level of the dungeon is left for you to fill! A map is given, along with a list of possible monsters. No Wandering Monsters are encountered on Level One, but they should now start appearing occasionally on levels 2 and 3. Dungeon level 3 is left entirely for you to create, and you may add lower levels if you wish.

The characters should be able to leave the dungeon at any time, whenever they need rest and healing. Since the dungeon is near to their home town, they should not have to spend a night inside. Other dungeons may be so far away as to make the return trip to town nearly useless. A brief stay overnight in an unoccupied room may allow spell casters to relearn their spells, curing any badly wounded characters in the morning. A dungeon may thus be easily explored for a few days, or until a full load of treasure is found.

Some standard features of this dungeon (which may be told to the players) are:

All walls, ceilings, and floors are made of stone.

All walls are 10′ high (inside).

All areas are dark; characters must carry light sources.

All room descriptions include the following information, in this order:

1. size, measuring north to south, then east to west
2. exits
3. contents

Encounter Key: Dungeon Level One

20 **Entrance:**

The path through the rubble leads from the main gate to the doors of the castle ruin. The walls of this castle are still firm, and this is the only entrance. The doors are not locked, and will open easily.

If anyone climbs the walls outside, they will discover that the first floor of the castle remains intact, but the upper stories have fallen completely apart. The rubble in the area is all that remains.

When the doors open, the characters see the first room inside the castle. Read the following to the players:

> "The 20′ wide doors open inward, and you see the remains of a bare 30′ x 40′ room. Empty doorways are in the middle of the east and west walls; the doors are missing. A normal door is in the middle of the north wall. The room contains some trash and rubble, but not enough to conceal a creature."

DM: As the party enters the room, sunlight will brighten the area, but the rooms to the sides will remain dark. Ask the characters what their light sources are, and make notes of which characters light torches or lanterns. Everyone does *not* have to have their own light source.

The party should search this area before continuing, but nothing of interest remains.

The party can choose to go north, to the next door, west to room 22, or east to room 23.

21 **Wrong way:**

DM: You should not be reading this to the players. As the party approaches a numbered area on the map, find that number in this Encounter Key and use the information given. There is no #21 on the map. Look carefully at the map, find the party's location, and turn to that number.

22 **West hall:**

This 30′ x 30′ room has doorways in the east and west walls. It contains the remains of 3 chairs and 2 small tables. A fireplace is in the middle of the north wall.

If they search carefully, the characters will find 3 old silver teaspoons, worth 10 sp each, and a small bag of dried-up peas.

If they search the fireplace, they will see that the chimney is clogged with old timbers. If they search the chimney, read the following:

> "You look up the chimney, poking around to see if anything of value might be hidden there. Suddenly, a shower of rubble comes down on you, and a large dark shape comes flying out!"

1 GIANT BAT

Armor Class:	6
Hit Dice:	2
Move:	180′ (60′)
Attacks:	1 bite
Damage:	1d4
Save As:	Fighter: 1
Morale:	8
Hit points:	9
Align:	Neutral
XP value:	20

The movement rate given is only for flying. The bat flies out and attacks the character disturbing it. If the bat is hit, roll 2d6 to check morale; if the result is 7 or less, the bat will fly off through the west doorway, landing on a chest in room 28. If an 8 or more is rolled, the bat will fight to its death.

One of the pieces of rubble shaken loose by the bat is an onyx gem, worth 50 gp. However, it will not be found unless characters examine the fresh rubble carefully.

23 Hallway:

This 30′ x 20′ area has doorways (without doors) in the east and west walls. Normal wooden doors are in the north and south walls. The room contains some trash but nothing of interest.

24 East hall:

This 30′ x 30′ room has empty doorways in the east and west walls, and the doors are missing. A fireplace is in the north wall, and the room contains the remains of 4 chairs and one small table.

An old pillow stuffed with feathers will be found if the characters search the room. There is also one loose brick inside the chimney of the fireplace. However, the chimney is filled with old fallen timbers. If a character searches the chimney, some timbers fall, and a Saving Throw vs. Wands must be made. If failed, the character takes 2-5 points of damage from falling timbers; if successful, 1 point of damage is still inflicted. The loose brick is automatically found while the chimney is searched. A finely made silver dagger is hidden in a niche behind the loose brick. It is not magical, but may be sold in town for 75 gp.

25 Bedroom:

This room is 30′ x 40′, with two empty doorways in the west wall and one in the east wall. The doors are missing. A large fireplace is in the south wall.

This area was once a fine bedroom, but its once-rich furnishings — the canopy bed, plush chairs, tables and rugs — are now tattered, moldy, and worthless.

Somehow, the moldy bed looks very comfortable. The first two characters to enter the room must each make a Saving Throw vs. Spells! If successful, nothing happens, but if failed, the victim(s) will walk over to the bed, lie down, and take a nap. The victim may sleep for years, but will not age nor need food or drink.

A victim can only be awakened from this magical sleep in one of three ways:

A **Dispel Magic** spell will remove the enchantment (available in town for a price).

A normal pea placed under the mattress will cause the victim to awaken immediately, but with a sore back (−2 on all Hit rolls until a good night's rest is had).

If placed on the bed in room 26, the victim will wake. Tickling the victim (with a feather, for example) has no effect. The room contains nothing else of interest.

26 Bedroom:

This room looks exactly the same as room 25, but with two doorways in the east wall and one to the west. The bed is completely harmless, and even helpful. If a sleeping victim of the bed in room 25 is placed on this bed, the victim will wake in 3 minutes, completely unharmed by the experience and refreshed by the nap.

If the victim is tickled while on the bed (with a feather, for example), the entire bed will magically sneeze. This sneeze will cause the mold in the room to fly into the air, and everyone in the room must make a Saving Throw vs. Spells or start sneezing themselves, unable to do anything else! This sneezing lasts for 4 rounds, and attracts the monsters in room 35, which arrive 1 round after the sneezing starts. The monsters and the sleeping victim are not affected by the mold.

This bed may also be used to cure the deadly choking effect of yellow mold (see room 27).

27 Dining hall:

Special Note: The doors to this room can only be opened by a character of 2nd Level or greater. You should read this entire encounter description *before* starting to run it. When you are ready, read the following to the players:

> "This large 30′ x 60′ room has five doors, two in the east and west walls and one in the middle of the south wall. A large marble fireplace is in the middle of the north wall.
>
> "A long wood table, 10′ wide and 40′ long, fills the center of the room. It is surrounded by 12 plain wooden chairs, 5 on each side and one on each end. The end chairs and two chairs on each side are occupied by skeletons, 6 in all. They are all dressed in rags, apparently the remains of fine dinner clothes, for both male and female. They are sitting up, but do not move.
>
> "On the table in front of each chair sits a golden dinner plate, with a dusty glass goblet on each plate and dull silverware to either side. The table is bare wood, with no tablecloth."

DM: From any doorway, the party cannot see into the fireplace. There, lurking in the shadows, are two harpies.

2 HARPIES

Armor Class:	7
Hit Dice:	3*
Move:	60′ (20′)
or Flying:	150′ (50′)
Attacks:	2 claws/1 weapon + special
Damage:	1-4/1-4/1-6 + charm
Save As:	Fighter
Morale:	7
Hit points:	15 each
Align:	Chaotic
XP value:	50 each

These horrible creatures are feared by the kobolds and all other creatures in the area, and are avoided. They, in turn, stay in this room, feasting on the victims who wander in. The skeletons are all that remain of their past meals.

When any door is opened, the harpies start singing a duet. Every character must make a Saving Throw vs. Spells. The song of the harpies is enchanting; if the Saving Throw is failed, the victim is **Charmed** (fully explained on page 23), and hears beautiful music.

If the door is closed immediately, the characters will be able to drag their **Charmed** comrades away from the room. The **Charm** may be removed by a **Dispel Magic** spell (available in town, for 100 gp), or by placing the victim on the bed in room 25 (causing sleep) and then on the bed in room 26 (waking the victim and removing the **Charm**).

If the door is not closed, the victim will walk into the room, circle the table, and continue toward the fireplace. If the Saving Throw is successful, the harpies' song is heard to be screeching noise, and has no effect. Only one Saving Throw must be made for the song of the two harpies.

If a cleric tries to Turn the skeletons, make the rolls normally, but there will be no effect. The skeletons are not animated monsters.

If any character attacks the harpies, the monsters will fly around the room and over the table, avoiding combat as much as possible. They will not land on or disturb the table, however. If cornered by two or more characters, a harpy will fight.

If any character touches a gold plate or climbs onto the table to attack the flying harpies, a terrible thing may occur. The "gold" plates are actually tin, covered with yellow mold!

YELLOW MOLD

Armor Class:	—
Hit Dice:	1*
Move:	0
Attacks:	Spores
Damage:	1-4 plus special
Save As:	Fighter: 1
Morale:	Not applicable
Hit points:	4 each
Align:	Neutral
XP value:	15 each

These molds are smaller than normal. For each plate touched, roll 1d6; if the result is 1-3, the mold releases a small cloud of spores, catching only the character disturbing the plate. The victim takes 1-4 points of damage and must make a Saving Throw vs. Poison or start choking, unable to do anything else. A choking victim will die in 6 rounds unless taken to, and placed in, the bed in room 26.

Anyone climbing onto the table will disturb 2 plates, which may both produce clouds of spores (roll for each), inflicting 1-4 points for each cloud but only requiring a single Saving Throw.

Yellow mold can only be harmed by fire. The touch of a torch will automatically destroy the mold on one plate, but a roll must be made for each such touch to determine whether a spore cloud is released.

If one harpy is killed, roll 2d6 to check the morale of the other. If the total is 6 or less, it will surrender, offering to give all its treasure to the party in exchange for its freedom. If the party accepts, it will pull a long flat chest out from under the table. The chest is locked, but the harpy has a key. It will open the lock and the chest, and then leave (if the characters permit) by the door in the south wall, continuing outside to flee into the mountains.

If questioned after it surrenders, the harpy will tell of a magic-user who came one day and took charge of the dungeon. This man lives below, on a lower level of the dungeon, and the kobolds serve him.

If the harpies are slain, a search of the room will reveal the harpies' chest. The key found in the carrion crawler pit will fit the lock! The chest is not trapped.

The harpies' treasure box contains: a few more dinner outfits, all moldy and ragged (worthless), 2,000 sp, 2 pairs of turquoise earrings (value 500 gp per pair), and two potions of healing. In addition, the 12 sets of silverware on the table are worth 5 gp per set. The goblets are only worth 1 gp for all 12, and will probably crack on the journey to town. The tin plates are corroded and worthless.

28 Storage:

If the giant bat in room 22 flew away from the party, it will be found here. Read the following to the players:

> "This room is 30′ x 30′, with doorways in the north and east walls; the doors are missing. The room is filled with boxes and crates of many shapes and sizes, and looks like a storage area."

DM: All the boxes are covered with a thick layer of dust, and have not been disturbed for a long time. None of the boxes can be moved, opened, or damaged in any way!

If the searching characters tap on any box, a deep voice will come from a larger one in a corner, saying: "Who's there?" Whatever the characters say, it will respond with "Is Bargle with you?" Again, whatever the characters say, it will finish with "Oh — well then, never mind!" It will not speak again.

29 Closet:

This small 10′ x 30′ room has doorways in the south and east walls, but no doors. A dusty old round hatbox is lying on the floor in the northwest corner.

The hatbox is tied with a string. If the string is cut, the hatbox can be opened safely. But if the large bow knot on top of the box is untied, the character untying it must make a Saving Throw vs. Poison or take 1-6 points of damage, from poison placed on the string.

A woman's red hat, now faded and moldy, is in the box. The hat itself is worthless, but if removed from the box, a hatpin will be found beneath it. The hatpin is solid platinum, and worth 100 gp.

30 Stairs:

This 20′ x 30′ room has doorways in the north and east walls, but no doors. A stairway by the south wall leads down to Dungeon Level 2. There is a fireplace in the northwest corner of the room. Lurking on the stairway are 4 kobolds, who are watching for intruders. They will only be encountered if the party starts down the steps.

4 KOBOLDS

Armor Class:	7
Hit Dice:	½
Move:	90′ (30′)
Attacks:	1 sword
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

When encountered, roll 2d6 to find the reactions of the monsters. If friendly, they will warn the characters not to proceed down the steps to the dangerous Second Level of the dungeon. If they Negotiate, they will want payment of at least 10 gp to reveal the same information.

Each kobold has a bag containing 5 cp, and no other treasure or equipment except for their crude short swords.

31 Trap room:

This room is 30′ x 30′, with doorways in the south and east walls (but no doors).

A large log is in the center of the room. One end is on the floor, but the other end is held up by a strong rope, which runs through hooks in the ceiling, wall, and floor. It is tied to a large chest, which is on the floor directly below the upraised log.

If the rope is cut, the log falls, smashing the chest and scattering its contents.

The lid of the chest is not held shut by the rope, and can be opened easily. It is not trapped. Inside the chest are 500 sp, 50 gp, and one citrine gem (value 10 gp).

The kobolds and other monsters in the dungeon have avoided this area, believing it to be a deadly trap. It is harmless unless the rope is cut.

32 Statue room:

This room is 20′ x 20′, with a normal door in the east wall and a doorway (without door) in the west wall.

In the center of the room stands a statue of a short dog-headed man, clad in leather armor and apparently swinging a short sword (a kobold).

If the statue is touched, the center portion of the statue (from chin to waist) spins in a complete circle. The stone sword will hit the character touching the statue unless a Saving Throw vs. Wands is made, but with a penalty of −2 to the roll. If failed, the character is hit for 2-8 points of damage; if successful, the character jumps out of the way in time.

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on.

This trap may be made harmless if a small button on the belt buckle of the statue is pushed. This button will not be found, however, except by a thief's search (normal Find Traps roll). Once the button is found, the thief may automatically "remove" the trap by pushing the button; no Remove Traps roll is made.

33 Closet:

This small room is 10′ x 20′, and has only one entrance, the normal door on the east wall. The room contains piles of rags and trash. Hiding in the pile are 4 giant rats, which will attack if the room is entered.

4 GIANT RATS	
Armor Class:	7
Hit Dice:	½
Move:	120′ (40′)
Attacks:	1 bite
Damage:	1-3
Save As:	Normal Man
Morale:	8
Hit points:	1 each
Align:	Neutral
XP value:	5 each

The rats will fight to the death, but there is nothing of value in the room.

34 Storage:

This 30′ x 30′ room has doorways in the north and west walls, but no doors. It is identical to room 28, filled with boxes of all shapes and sizes. These boxes, however, can be moved and opened, but they are all empty. All, that is, except for one, a large box at the bottom of one pile. Inside the box is a zombie, which will stand and attack with a sword if the box is opened. It surprises the character opening the box on a roll of 1-4 (on 1d6), gaining one free swing.

1 ZOMBIE	
Armor Class:	8
Hit Dice:	2
Move:	90′ (30′)
Attacks:	1 sword
Damage:	1-8
Save As:	Fighter: 1
Morale:	12
Hit points:	12
Align:	Chaotic
XP value:	20

The zombie will climb out of the box as it attacks. If Turned by a cleric, it will either go to room 35 to join its comrades (if the Turning cleric enters by the west door) or to room 24 (if the cleric enters from the north).

There is nothing of value in this room.

35 Closet:

This small 10′ x 30′ room has doorways in the south and west walls, but no doors. It is piled with trash and rubble. There are 4 zombies hiding in the room (5 if the zombie from room 34 joins them).

4 ZOMBIES	
Armor Class:	8
Hit Dice:	2
Move:	90′ (30′)
Attacks:	1 sword
Damage:	1-8
Save As:	Fighter: 1
Morale:	12
Hit points:	10 each
Align:	Chaotic
XP value:	20 each

These monsters have been waiting for visitors for years. They cannot surprise anyone entering, and will always lose initiative in combat (no roll needed).

If Turned by a cleric, the zombies will either go into room 36 to wait by the stairway (if the cleric Turning them is by the south door) or to room 34 (if the cleric enters by the west door).

If anyone starts sneezing in room 26, they will go there to attack the intruders. If then Turned, they retreat to this room.

A forgotten bracelet (worth 500 gp) lies under the trash in this room, and will be found if the characters search carefully. The zombies' swords are rusty and worthless.

36 Stairs:

This 20′ x 30′ room has doorways in the north and west walls, but no doors. A stairway leads down to Dungeon Level 2. Trash and rubble is scattered about the floor, but nothing of value or interest remains. (If the zombies in room 35 are Turned, they may be found here. If Turned again, they will retreat to room 35 or room 37, depending on the location of the cleric Turning them.)

37 Kobolds:

This room is 30′ x 30′, with doorways in the west and south walls (but no doors). The room contains some trash and rubble.

Standing in the center of the room are 5 kobolds, who are looking around the dungeon to chase off intruders.

5 KOBOLDS	
Armor Class:	7
Hit Dice:	½
Move:	90′ (30′)
Attacks:	1 sword
Damage:	1-4
Save As:	Normal Man
Morale:	8
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

38 Statue room:

This 20′ x 20′ room has an e
in the east wall and a norm
west wall.

In the center of the room
of a short dog-headed man,
armor and apparently swi
sword (a kobold). The statu
harmless.

39 Closet:

This 10′ x 30′ room has on
door in the west wall. It
trash, but nothing of intere

END OF DUNGEON

Dungeon Level Two

General Notes:

The map of this level is gi
front cover, but is left for
monsters and treasures, us
lines given on page 47.
monsters may be included:

1 kobold lair (20-40 with
vided among 4-10 rooms)

1 Crab Spider lair (av
kobolds)

Beetles and Centipedes

Rats (Normal and Giant)

Wandering monsters may i

Kobolds

Beetles and Centipedes

Gelatinous Cube

Undead (skeletons, zomb

Dungeon Level Thr

This area is left entirely for
It should include the lair o
otic magic-user Level 5-7) a
(Charmed ogres), plus his
coys (Living Crystal Statue
Bargle), and possibly some
as well.

You may also include a
leading to a large cavern, th
dragon. Such a cavern shou
exit leading outside in the
tains, and the dragon shoul
the "normal" dungeon. You
cavern known to Bargle, a
might be a friend of his. Th
provide an escape route fo
party is conquering the dun

Ending an adventure

Before any game begins, the DM and players should set a time for the game to end — and stick to it. An adventure might end before that time (if the characters become severely wounded, use up all their spells, are fully loaded with treasure, etc.). They may be allowed to "go home, rest a day or two, and return" if time permits further adventuring.

At the end of an adventure, you announce the total treasure found (and kept) by the party, so the players can divide it. The method of division should have been decided before the adventure began. Some methods are described in the PLAYERS' MANUAL, on page 55.

While the players are dividing treasure, you may spend the time calculating the Experience Points earned during the adventure. An electronic pocket calculator is helpful.

You should have records of all the creatures defeated by the party on an adventure Record Sheet. If not, take a few minutes to remember the creatures encountered. If necessary, ask the players to remind you — and remember to keep a record next time.

In each monster description, an "XP value" is given. This is the number of Experience Points to be awarded for each monster of that type. Multiply the XP value by the number of monsters defeated to find the total XP award for that encounter. Note that a captured monster is counted as "conquered" for XP awards, even if released. This does not occur often; the monster must usually surrender (as the result of a morale check) or be magically caught (by a Hold Person or Web spell, for example) for this situation to arise. Monsters that run away are not counted unless they are caught or defeated later.

Add all the XP awards for all the encounters to find the total XP for the adventure. Find the number of shares in the party. NPC retainers count as ½ share for XP division; each character counts as a full share. Finally, divide the total XP by the number of shares to find the XP per share, and announce that total. A retainer will get ½ the amount you announce.

Remind the players to adjust that award for high or low Prime Requisites (+5%, +10%, or a penalty). They may ask you to help calculate it. You should also remind them that they get 1 XP for each 1 gp of treasure. As treasure is divided by the party, without your interference, they must make such calculations themselves. Their bonus or penalty (for high or low PR score) also applies.

Gaining Levels

If any character gains a level of experience as a result of the XP earned in an adventure, you should watch the roll made for additional hit points. If the character is a magic-user or elf, you should privately tell the player what additional spell is put into their spell book. If the character is a thief, remind the player to change the Percentage chances for the special abilities (PLAYERS' MANUAL, page 44).

A character *cannot* gain more than one level of experience in one adventure. Beware if this occurs; it is a sign that you are giving out far too much treasure. If it does occur, some XP should not be counted! The character's XP total stops just short of the amount needed for the second level of experience that would have been gained.

EXAMPLE: A beginning first level fighter (0 XP) finds a gem worth 10,000 gp during an adventure. At the end of the adventure, the fighter has 3,999 XP, and no more — just short of the amount needed for 3rd level. Only one level of experience is gained. The fighter moves up from first level to second level, and rolls 1d8 for additional hit points (modifying the result for Constitution bonus, if any). The extra 6,001 XP (plus any other gained during the adventure) are not counted!

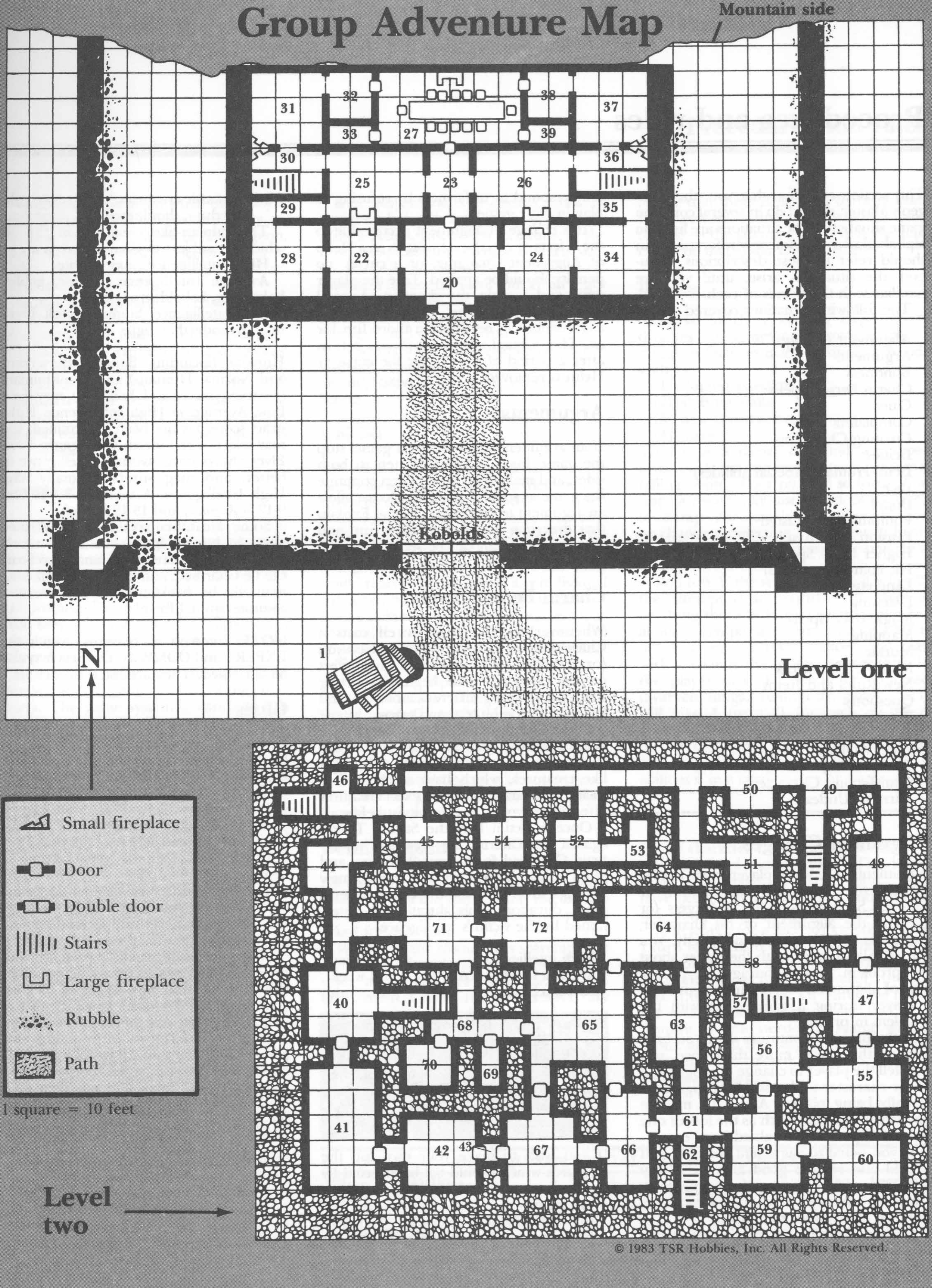
XP for Monsters

The **Experience Points for Monsters Table** may be used to calculate the XP awards for monsters created by the DM, or for variations of the given monsters. The XP awards in the monster descriptions are calculated using this chart. The *Special Ability* bonus is multiplied by the number of asterisks given with the monster's Hit Dice, and added to the Base XP value.

EXPERIENCE POINTS FOR MONSTERS

Monster's Hit Dice	Base XP value	Special Ability bonus
up to 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550

Group Adventure Map


Mountain side
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59
60
Small fireplace
Door
Double door
Stairs
Large fireplace
Rubble
Path
1 square = 10 feet
Level two

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Procedures and rules

This section explains what you, the Dungeon Master, should do in several common game situations. The situations are listed in alphabetical order, for easy reference. You should refer to these descriptions whenever the situations arise, until you are familiar with the details of each.

The following situations covered are:

- Alignment Changes
- Arguments
- Blindness
- Charm Person spells
- Clues
- Complaints
- Creating Characters
- Deities
- Demi-Humans (special abilities)
- Dice
- Doors
- Equipment not Listed
- Evasion and Pursuit
- Higher Level Spells
- Hit Points (Low rolls)
- Languages
- Listening
- Magic-User Spells
- Mapping
- Morale
- Multiple Characters
- New Rules and Items
- Questions
- Retainers
- Sleep spells
- Thief Abilities
- Timekeeping
- Transferring Characters
- Turning Undead

Alignment Changes

Alignment is the way a player wants to play a character, either Lawful, Neutral, or Chaotic. Sometimes a player forgets (or ignores) the alignment of his character, and plays the adventurer incorrectly. You should talk privately with the player about the problem, and encourage the proper play of alignment. Never threaten or tease a player during a game; deal with the problem in private.

If the problem continues after you have warned the player more than once, you may tell the player to change the alignment of the character to the different alignment actually being played. A penalty may be applied at this time, such as the loss of one level of experience, a valued item, etc.

If you penalize alignment changes, you should also reward good alignment play (for example), by increasing experience awarded, treasures or changing monsters to make them easier to defeat.

Be sure that you are playing the alignments of monsters correctly! The players may respond to unfairness by refusing to play in your game.

If a change of alignment occurs due to the effects of a magic item (such as a Helm of Alignment Changing, or a curse), no penalty should be applied. Take the player aside and explain the situation. A good player will cooperate, playing the new alignment well, resulting in more fun for all. The original alignment should return after a period of time (after the curse or Helm is removed).

Arguments

If an argument starts during a game, stop the game for a moment. Listen to both sides, and make a decision. Then continue the game as soon as possible. Do *not* allow an argument to continue for long. Explain that everyone is trying to have fun, and that the argument can be settled *after* the game if necessary.

Charm Person Spells

Whenever a magic-user or elf casts a **Charm Person** spell, the player will ask you for the effect. This spell will only affect certain creatures. The beginning player will try it on many different monsters, and learn its effects by trial and error.

Generally, the creatures affected by a **Charm Person** spell are those which are "normal" human, demi-human, or human-like creatures, which have some sort of society. You may decide the exact creatures affected, or you may use the list below.

Once a victim fails the Saving Throw against the **Charm,** the creature will remain Charmed for at least 24 hours, and often longer. The victim may make a new Saving Throw to break the **Charm** after a given duration. This duration is determined by the victim's intelligence:

High intelligence:	1 day
Average intelligence:	1 week
Low intelligence:	1 month

EXAMPLE: A hobgoblin (average) remains Charmed for at least one week. At the end of that week, you roll another Saving Throw. If successful, the **Charm** is broken; otherwise, the hobgoblin remains Charmed for another week.

If you wish to make your own list, the creatures which should *not* be affected by this spell are

(a) animals
(b) undead
(c) any creatures with 6 or more Hit Dice
(d) fantastic creatures (such as gargoyle, medusa, thoul, etc.)

The human-like creatures in this set which are subject to Charm Person are:

High Intelligence: pixie, sprite.

Average Intelligence: gnome, goblin, hobgoblin, kobold, troglodyte.

Low Intelligence: bugbear, gnoll, lizard man, neanderthal, ogre, orc.

Humans (including Bandits, Berserkers, and Normal Humans) and demi-humans (dwarves, elves, and halflings) may have Low, Average, *or* High Intelligence. If the exact score has not been determined, you may select or roll for an Intelligence score. Elves always have Average Intelligence or better, and magic-users normally have High Intelligence. A score of 3-8 is *Low*, 9-12 is *Average*, and 13-18 is *High*.

Some lycanthropes can be Charmed when in human form, but this is nearly useless. Only werewolves and wereboars can be Charmed, and the Charm will automatically be broken when the creature assumes animal form!

NOTE: Some other creatures given in the EXPERT and COMPANION Sets may also be Charmed. They are listed in each set.

Clues

Beginning players often need help in learning to play. When running a game for beginners, the DM should encourage them by saying such things as "Do you want to search for secret doors?" or other suggestions. This should not be continued once the players have experience with the game, but such clues can be very helpful to beginners.

You may wish to allow some "automatic success" situations to encourage the players. Those who never find secret doors will soon stop looking for them.

When the players gain experience with the game, they may start asking questions like "Do we find any traces of passing creatures?" or "We don't know which way to go from here. Are there are clues?" You may offer descriptive information that players will have to determine what it means. *For example,* "some footprints lead off to the left, but you're not sure what made them." Such clues may help to steer the party in the right direction within a dungeon. You may insert clues as part of the room descriptions.

Clues should be given when the party is approaching a deadly area, especially on the first or second level of a dungeon. Clues, such as, awful smells or bones of earlier victims. Extreme danger with no warning is not very fair.

Higher level characters are more accustomed to great dangers, and deeper dungeon levels may indeed contain sudden-death situations. Vague or misleading clues may be provided by treasure maps found or purchased, or by slight hard-to-find indications in the dungeon areas. In general, when the players become more experienced, the clues may become fewer and more subtle.

Complaints

If a player complains about the way you are handling something in the game, try to listen to the objection. Be reasonable! If the problem can be fixed by changing a procedure, try to work out a reasonable compromise. For example, if a player says "You keep killing characters with poison!", you might try using the optional damage system for poison (page 24).

Be careful not to change rules that could overbalance the game in favor of the characters. The game system is carefully balanced to provide fun for all while challenging the characters.

Some complaints may be caused by greed. It should not be too easy to get treasure or experience; these things should be earned slowly, using the guidelines given. Beware of the "giveaway game"! Your players may quickly become bored with *easy* riches, and their characters will easily overpower most monsters.

If you are not sure how to handle a situation, just tell the players! Everyone has to learn, and learning a game like this can be a slow process. Your players will understand if you explain that you made a mistake. When you admit your mistakes and try to correct them, you and your players will have a better game in the long run.

Creating Characters

When a newly created character has all low scores, the player should discard it — unless you, the DM, say that it should be kept.

You should allow beginning players to use characters they like! It's hard to have fun playing when you are forced to use a poor character, with no score above 9 or two scores below 6. If the character is reasonable, then the player should keep the character.

If a player wants a certain Class of character but rolls another type, you may allow a switch. Just switch the scores of the Prime Requisite for the desired Class with the Prime Requisite for the rolled Class. *For example,* a fighter is rolled, with 17 Strength and 9 Intelligence, but the player wants to have a magic-user. Just put the 9 in Strength, and the 17 in Intelligence.

Switching more than once should not be allowed. And players are *not* allowed to decide; only a DM may switch Ability Scores.

Deities

You may choose to add flavor to your games by adding mythological deities. The characters would be followers of such beings, and a cleric could serve a specific deity. However, all such activities are assumed, and should not influence play or change the rules in any way. No deity would react to the actions of any individual character, nor offer any special help.

The deities of the game characters may be similar to the mythological gods and goddesses of days long past. The ancient Greeks, for example, worshipped many gods — Zeus, Apollo, Poseidon, and so forth. According to legend, these gods would grant favors to their worshippers, and that is one way to explain the magic spells a cleric character can cast in the game.

The DM should be careful not to needlessly offend players, and current beliefs should be avoided.

Demi-Humans

All the demi-human classes have *special abilities.* When the player wants the character to use one of these abilities, you will be asked for the result.

Whenever the character is searching for something, the player must describe the exact area being searched. Each search takes about 1 turn. If a player says "My character is looking for . . ." and names one of the special abilities, roll 1d6. You should *always* roll, whether the item is actually there or not. If you merely reply "You don't find anything," the players will realize that there is nothing there to find. But if you roll — and possibly say the same things! — the players realize that the item might be there, still undiscovered.

Dwarves

Because of their mining experience, dwarves can sometimes recognize special dungeon features made of stone or wood, such as

(1) sloping passages
(2) shifting walls
(3) new constructions
(4) traps

The traps a dwarf can find are those involving large dungeon features, such as a falling ceiling, floor pit, and so forth. The traps a dwarf may discover does *not* refer to *all* traps. *For example,* a dwarf would have no chance at detecting a small dart trap on a chest; this could be detectable only by a thief.

Roll 1d6. If the result of the roll is 1 or 2, the attempt is successful — if there is anything there to find. The attempt takes about 1 turn per area (up to about a 30′ x 30′ area, or the DM's choice). You may wish to change this to less or more time. If the player says "I'll check for all those dwarven things," remind the player that it will take 4 turns (1 for each of the 4 abilities), and ask the party if they want to do anything while the dwarf is searching. You may change this to 1 turn for all 4 abilities if in a smaller area or single room.

Elves

An elf character has a special skill at finding secret and hidden doors. This is because elves have very keen sight. They have become more skilled at finding hidden things than are other characters.

The search for a secret door takes about 1 turn for each 10′ long section of wall (or floor or ceiling) being searched. An elf discovers a secret door on a roll of 1 or 2 on 1d6. If the player says "I'll search the room for secret doors," figure out the total amount of time needed to search *all* the room, and tell the player. The rest of the party may wish to do other things while the elf is searching.

DEMI-HUMAN SPECIAL ABILITY CHANCES

Class	Abilities	Dice	Success
Dwarf	Find new construction, slope, shifting wall, stone trap	1d6	1-2
Elf	Find secret doors	1d6	1-2
Halfling	Hide indoors	1d6	1-2
	Hide outdoors	1d10	1-9

Halflings

A halfling character has special skills at hiding. This is because of the halfling's small size and ability to "freeze," or hold very still, not moving, for short periods of time. A halfling is also harder to hit when attacked by any creature larger than man-sized.

Hiding

If a player says "My halfling will hide," you should roll to see if the attempt is successful. If outdoors, roll 1d10. If the result is 1-9, the attempt is successful. Only a roll of 0 (10) will indicate failure to "freeze" properly. The attempt at hiding assumes that the character has crawled into some nearby underbrush, and is *not* merely standing somewhere.

In a dungeon, a halfling may attempt to hide if some cover or shadow is nearby. Cover could be furniture (table, barrel, etc.), a nearby corner or large niche, or even another character (if the other character cooperates and does not move). If a halfling tries to hide within a dungeon, roll 1d6. The attempt is successful if the result is 1 or 2.

A halfling trying to hide will always believe that he has succeeded, but only the DM knows for sure. Failure to hide might be revealed when a monster suddenly attacks. If a monster sees a halfling and approaches the character, you may say "It seems to be coming right at you!" or something similar.

Dodging

In combat against creatures larger than man-sized, halflings gain a bonus to their Armor Class. Due to their small size and skill at dodging, remember to penalize all attacks from creatures larger than man-size by −1. You may wish to ask the player to remind you each time.

Dice

The dice included in this set are all you need to play DUNGEONS & DRAGONS® games. Whenever two or more events could occur and a decision is needed, or whenever a variety of results is possible, dice may be used to randomly select a result. Experienced Dungeon Masters may select results instead of rolling dice.

EXAMPLE: A character with 3 hit points is hit by a monster with a normal sword (damage 1-8). Death could easily result — through no fault of the player's, merely a random result of the Hit roll. To keep the character alive as long as possible, the DM rolls for damage — but ignores the result, and announces that 2 points of damage were done. The character retreats and the game continues.

Ranges (low and high numbers, such as 1-6 and 2-20) are given throughout this booklet, most common in the MONSTERS and TREASURES sections. The DM may select any number given in the range for Number Appearing, Damage, and so forth, depending on the situation. The dice to roll for a random result may be easily calculated from the given range. Some guidelines are:

1. If the first number is one, the second gives the type of die to roll. Examples: 1-8 = 1d8. 1-100 = d%.
2. If the first number is two, two dice are (usually) used. If you divide the second number in half, the type of dice is given. Examples: 2-8 = 2d4; 2-12 = 2d6; 2-24 = 2d12.
3. If the first number is more than two, it may indicate the number of dice, by the method given above.
4. If these methods do not identify the type and number of dice, subtract 1 or more from each number. The remainder will be a simple dice range. Examples: The range 3-13 is 1 more than 2-12, so 3-13 = 2d6+1. 5-10 = 1d6+4; 4-10 = 2d4+2.

With a little practice, you will quickly learn the combinations of dice for the given ranges.

Doors

Doors are common in most dungeons. Many doors are locked, and most doors are stuck. If locked, a door cannot be opened until a thief unlocks it or until a magic-user casts a Knock spell upon it. Any unlocked door can be easily opened by any monster. After a door is opened, it will usually slowly swing shut unless a spike is used to wedge the door open or it is held open.

Forcing Open Doors

If not locked, a stuck door can be *forced open* by any character. If a player says "I'll open the door," roll 1d6. If the result is 5 or 6, the door is successfully forced open. This roll should be modified by a character's Strength score adjustment, but a roll of 6 should *always* open a stuck door.

The attempt may be made once per round per character. However, if the first attempt fails, any monsters on the other side of the door cannot be surprised, having heard the noise.

Secret Doors

Any character may search for secret doors. The player must describe the exact area being searched. This takes about 1 turn for each 10′ x 10′ area searched. If a player says "My character will look for secret doors," roll 1d6. You should *always* roll, whether a secret door is there or not, to keep the players guessing. If there is a secret door and the result is a 1, the secret door has been found. Elves find secret doors with a roll of 1 or 2. Once a secret door has been found and its exact location noted on a map, anyone reading that map can find the secret door later (no roll necessary). A secret or hidden door may *not* be opened until it has been found.

Special Doors

Some doors may be made to open only in one direction. Such doors may not be forced open from the wrong side, but will open normally if a Knock spell is used (from either side).

Equipment Not Listed

Beginning players should not be allowed to purchase equipment other than the items given on the list (PLAYERS' MANUAL, page 29) unless you decide otherwise. Allowing "invented" equipment can lead to problems, and should be avoided.

In the D&D EXPERT rules, the players have many more items to choose from, including wagons, horses, boats, and more weapons. But those items should not be allowed until you and the players are ready for them.

Evasion and Pursuit

Monsters may try to run away from the characters, as determined by a *morale* check (page 19) or the DM's decision. The characters may try to run away from the monsters, a decision left to the players.

When characters are either fleeing or chasing, no mapping is possible. The DM should keep careful track of where the characters and monsters are each round. Unmapped areas may be described very generally, without accurate measurements. It is quite possible for the characters to become lost, or to encounter other creatures during the pursuit.

Monsters Flee

When the monsters first start to run away, ask the characters whether they want to pursue. If the answer is no, the monsters get away. If yes, the chase begins with the monsters 1 round ahead of the party.

Find the monsters' movement rate per round to find the number of feet between the groups at the start of the pursuit.

Next, compare the movement rates of the individual characters. Unarmored characters will move faster than the others. In this case, you should ask the players whether they want their characters to stay with the party or to continue ahead of the rest.

Compare the movement rates of the fastest party members (or, if the party stays together, the rate of the slowest character) to the movement rate of the fleeing monsters. If the monsters are faster, they will get away, unless trapped or stopped in some way. If the characters are faster, they will catch up to the monsters unless the monsters evade. The difference in movement rates is the number of feet the pursuing characters gain, per round, on the fleeing monsters.

The fleeing monsters may stop to fight if they see only one or two characters in pursuit (though the others may arrive shortly thereafter). You may simply decide, based on the situation, or make a reaction roll to determine the monsters' actions.

If the monsters are familiar with the area (have a lair nearby), they may be able to evade the party by rapidly turning corners, closing doors behind them, and so forth. The DM must decide whether the evasion is successful, as determined by the situation.

Characters Flee

If the party runs away from the monsters, the monsters may decide to pursue them. Make a reaction roll (2d6), adjusting the roll as follows:

−2 if any monsters have been slain.
+2 if no monsters have been hit.
+3 if the monsters are hunting the characters.

No adjustment if any monster has been hit but not slain.

If the adjusted result is 9 or greater, the monsters will pursue. Compare the movement rates of each group. The characters have a one-round "head start," as described under "Monsters Flee."

If the party is faster, they automatically evade the monsters unless they are stopped or trapped (or unless they stop too soon; see Length of Pursuit, below). If the monsters are faster, they will catch the party.

Delaying Pursuit

The party can slow down pursuing monsters by dropping things which might interest the monsters. Unintelligent monsters may stop to eat dropped food, and intelligent monsters may stop to pick up dropped treasure. If any character drops something which could cause the pursuing monsters to stop, roll 1d6. The monsters will stop, and give up pursuit, if the result is 1, 2, or 3.

Mindless or magical creatures, such as Undead, Living Statues, and so forth, do not stop to pick up anything, and might pursue characters for a very long time.

Length of Pursuit

If nothing is dropped to cause them to stop, monsters will pursue for any length of time, as determined by further reaction checks. After *each* 5 rounds of pursuit, roll 2d6 and apply the same adjustments for wounds as originally made (−2, 0, or +2). In addition, add +2 if the number of monsters is greater than the number of characters. If the adjusted result is 9 or greater, the monsters will continue to pursue (or search for) the characters. However, monsters will usually give up pursuit after 1-2 hours if the party has not been found, and will rarely continue searching longer than a day (8 hours) unless some valuable item was stolen by the characters.

Higher Level Spells

The following spells are only for the DM's use when developing NPCs of an experience level higher than 3rd. The spells given are not the only spells of these higher levels. A full list of higher level spells is given in the D&D EXPERT SET. For now, the DM should use these as the only higher level spells available to NPCs.

Higher level spell casters will never go on adventures *with* player characters. They may be encountered as part of an NPC party, but make very dangerous enemies, and should rarely be used.

These spells might also be found on magical scrolls (treasure). The DM should be very careful when allowing this, as lower level characters should not become as powerful as these spells permit.

HIGH LEVEL CLERICS

Level	Spells
4	2 First level, 1 Second level
5	2 First level, 2 Second level

Second Level Cleric Spells

1.	Bless*
2.	Hold Person
3.	Silence 15′ radius

Explanation of Second Level Clerical Spells

Bless*
Range: Touch
Duration: 6 turns
Effect: All friends within 60′

This spell raises the morale of all friendly creatures in range by +1, and gives a bonus of +1 to all their Hit and Damage rolls. It only affects those not yet in battle.

Hold Person
Range: 180′
Duration: 9 turns
Effect: 1-4 persons (cleric's choice)

This spell will affect any human, demi-human or human-like creature (such as bugbears, gnolls, gnomes, hobgoblins, kobolds, lizard men, ogres, orcs, pixies or sprites). It will not affect undead nor creatures of 5 Hit Dice or more. The victim(s) must make a Saving Throw vs. Spells or be paralyzed.

This spell may be cast either at a single creature or at a group. If cast at a single creature, that victim must make a Saving Throw vs. Spells with a −2 penalty to the die roll. If cast at a group, it may affect up to 4 creatures, but no penalties apply to the Saving Throws.

Silence 15′ Radius
Range: 180′
Duration: 12 turns
Effect: A spherical volume 30′ across

This spell will make the given area totally quiet. Conversation and spells in this area will be prevented for the duration of the spell. This spell does not prevent a person within the area from hearing noises made outside the area. If cast at a creature, the victim must make a Saving Throw vs. Spells, or the silence will move along with the victim! If the Saving Throw is successful, the spell will remain in the area to which it was cast, and the intended victim may move away from it.

HIGH LEVEL MAGIC-USERS AND ELVES

Level	Spells
4	2 First Level, 2 Second Level
5	2 First Level, 2 Second Level, 1 Third Level
6	2 First Level, 2 Second Level, 2 Third Level

Third Level Magic-user Spells

1.	Dispel Magic
2.	Fire Ball
3.	Fly

Dispel Magic
Range: 120′
Duration: permanent
Effect: A volume 20′ x 20′ x 20′

This spell will automatically destroy other spell effects within the given volume. It cannot affect magic items, but will remove any spell effect created by a magic-user, elf, or cleric of a level equal to lower than the spell caster. It may fail to remove magical effects created by a higher level caster. This chance of failure is 5% per level of difference between the spell casters. A monster's level is its Hit Dice, ignoring any "plusses." *For example,* a 5th level elf trying to dispel a **Charm Person** cast by a 7th level magic-user has a 10% chance of failure.

Fire Ball
Range: 240′
Duration: instantaneous
Effect: A spherical volume 40′ across

This spell creates a missile of fire which explodes into a ball of fire of 20′ radius when it reaches the desired range or strikes a target. The **Fire Ball** inflicts 1-6 (1d6) points of fire damage *for each level of the spell caster.* Each victim within the area of effect takes full damage unless a Saving Throw vs. Spells is made. Even if the Saving Throw is successful, the victims take half the rolled damage. *For example,* a **Fire Ball** cast by a 6th level magic-user explodes for 6-36 (6d6) points of damage. If the total roll is 24, all within the area who make their Saving Throws take 12 points of fire damage.

Fly
Range: Touch
Duration: 1d6 turns +1 turn per level of the spell caster
Effect: Any one living creature

This spell allows the caster (or a person touched) to fly. The spell will permit movement in any direction and at any speed up to 120′ per round. It will also allow the person to stop at any point (as a **Levitate** spell). The person the spell is cast on has control over the flying. The exact duration is not known to anyone but the Dungeon Master. *For example,* a 5th level elf may fly, using this spell, for 6-11 (1d6+5) turns.

Hit Points

A player who rolls a low number of hit points for a beginning character may ask "Can I roll again?"

There are three possible answers. Whatever system you use, apply it to all the players fairly.

a. No — all characters must start with the hit points rolled.
b. If the result was 1 or 2, roll again. (You might choose not to apply this to magic-users or thieves, who would roll 1-2 more often than others, as they use 1d4.)
c. Don't roll — all characters start with *maximum* hit points for their class, plus Constitution bonus, if any. (A fighter or dwarf starts with 8, a thief and magic-user with 4, others with 6 hp.) Roll for hit points normally starting with 2nd level.

Languages

A human character with Intelligence of 13 or more knows how to speak and write additional languages. You, the DM, must decide what languages are available.

In most D&D games, there are about 20 different languages used by monsters and characters. You may select languages from the List of Common Languages, or you may allow the player to choose. Or if you wish, you can make up more language names if you think they will be used in your games. (It is *not* necessary to actually make up the languages themselves!) For example, if you read the "Monsters" section carefully, you will discover that a Rock Baboon communicates with simple screams, and you may decide to allow this "language" for player characters. Remember that the Undead do not have languages.

LIST OF COMMON LANGUAGES

1. Bugbear
2. Doppleganger
3. Dragon
4. Dwarf
5. Elf
6. Gargoyle
7. Gnoll
8. Gnome
9. Goblin
10. Halfling
11. Harpy
12. Hobgoblin
13. Kobold
14. Lizard Man
15. Medusa
16. Minotaur
17. Ogre or Giant
18. Orc
19. Pixie
20. Other human tongue

Listening

Any character may listen for noises. This occurs most often at doors, but may occur anywhere. When an attempt at listening is made, the area must be quiet to result in any success. At a door by a waterfall, for example, listening is nearly impossible. If the area is quiet, all the characters must also be quiet to have any success. This means that everyone must stop and wait while one or more characters listen, because armor, weapons, and other items make noise when moving.

If any player says "I'll listen for noises," roll 1d6. You should always roll, whether or not there is anything to hear, to keep the players guessing. If the result is a 1 (1-2 for a dwarf, elf or halfling), any noise being made is heard, if conditions permit success.

A 1st or 2nd level thief has the same chances to Hear Noise as a demi-human. As more levels are gained, the thief becomes more expert at hearing noise.

Giving Magic-Users Spells

When a player starts a magic-user or elf character, the player will ask you what spells the character has in the spell book. The magic-user's teacher is a higher level NPC magic-user, and the spells come from the teacher. The "spell book" assumed in the game can simply be a list of spells kept on the character sheet. You may play the role of the teacher if you wish, but this may also be assumed.

This system for spells allows you, the DM, to keep control of the spells used in the game. *For example,* you may wish to avoid **Charm Person** spells. You can avoid it simply by not giving it to the characters.

The *first spell* given should *always* be **Read Magic.** This allows the character to read scrolls found, and would be a basic part of the character's training.

The *second spell* given to a beginning magic-user character should be fairly powerful. You should avoid giving Detect Magic, Light, or Protection From Evil as the second spell, as these are nearly the same as the cleric versions (easily acquired by a 2nd or higher level cleric).

You may give any "second spell" to a beginning elf character. The elf's many talents keep that character class balanced with the others, whatever spells are known. The player of an elf can feel useful in many ways; the spell is an additional bonus, not the character's only specialty. A magic-user character is different. The magic-user has only one specialty — spells — and suffers from low hit points, poor Armor Class, and severe weapon restrictions.

For magic-user characters, good "second spells" are Charm Person, Magic Missile, Sleep (all useful attack-type spells), and Shield (a valuable protection).

The Floating Disc, Hold Portal, read Languages, and Ventriloquism spells are useful; however, the player of a beginning magic-user may feel useless in an adventure if "miscellaneous" spells (which includes Read Magic) are the only ones known. These spells make good "third spells," when the character reaches second level.

You may wish to give one spell to one beginning magic-user and a different spell to another beginner. This increases the number of different spells available to a party. However, be sure to give spells fairly. Try to give one powerful spell to each, to avoid complaints of unfairness.

Lost Spell Books

If a magic-user or elf character loses a spell book, the character has a big problem. Nobody would allow the character to use a borrowed book, and without a book the character has no spells to memorize! You should always offer some method for the character to find a lost book or gain a new one. This should not be easy; it may involve paying a large sum of money (or an unbreakable promise to pay in the future), a special service or journey, dangerous adventure, or some other method. Remember that the character is heavily penalized by the loss of the book, and the player will probably not have much fun until it is recovered.

Mapping

Mapping a dungeon is one of the biggest problems for beginning players. You can make it easier by following some simple guidelines:

1. Describe areas clearly and accurately. If you make a mistake, tell the players right away, and make necessary corrections.
2. Use the same terms in descriptions, and try to describe room details (size of the room, exits, creatures, other contents) in the same order each time. If the players become familiar with certain often-used terms, they can map more easily. Some common terms for corridors are:

    Side passage (or **Sideroad**): A corridor branches off to one side, but the main corridor continues.

    Four-way Intersection: Corridors branch off to both sides of the main corridor.

    T-Intersection: The main corridor ends at an intersection where corridors continue left and right.
3. Set a standard description at the start of the adventure for corridors, rooms, walls, and other typical features. *For example,* if you start by saying "A standard corridor is 10′ wide and 10′ high," you can simply say "standard corridor" instead of describing it each time. Standard walls might be "made of stone blocks, each 2′ long and 1′ tall, mortared on all sides," and no further wall description is needed unless it differs from the Standard.
4. When you design your own dungeons, use straight corridors and square rooms at first. You may try other shapes and twisty corridors when you and the players are more experienced — but even then, it will still slow down the game.

Morale (Optional)

Morale is a measure of a creature's courage, loyalty, and high spirits. It is optional in your first games. The beginning Dungeon Master should *not* use Morale until *all* the other game mechanics have been learned. Morale should be added after everyone, both DM and players, has participated in 2 or more group games.

In combat, any creature may try to run away or surrender. A character may do this, but this is the decision of the player. No PC can be forced to surrender or run if the player doesn't want to.

To determine whether an NPC or monster wants to surrender or run away, the DM uses the creature's Morale Score, given with the monster's description. Good Morale (a high score) indicates a willingness to keep fighting; bad Morale (a low score) means that the creature may panic and try to get away from combat. The Morale Score is used when the DM Checks Morale at certain times, by rolling dice.

How to Check Morale

When a Morale Check is necessary, the DM rolls 2d6:

If the result is *greater than* the creatures' Morale Score, the creatures will try to stop the fight or get away from it.

If the result is *less than or equal to* the Morale Score, the creatures will continue to fight.

When to Check Morale

A Morale Check is *not* made for any creature with a Morale Score of 2 or 12. A Morale of 2 means that the creature will not fight. A score of 12 means that the creature will not quit, once it has begun to fight.

For all Morale Scores from 3 to 11, a Morale Check is made twice after Combat begins. For a single creature encountered alone, a Morale Check is made:

1. When the creature is first hit (taking 1 or more hit points of damage)
2. When the creature is reduced to ¼ of its starting hit points (damaged for ¾ or more)
3. Groups of creatures, a Morale Check is made for the entire group:
    1. When the first death on *either* side occurs (either a monster or character)
    2. When half of the monsters are not free to act — killed, magically asleep or controlled, etc.

Retainer's Morale

A retainer's morale is determined by the employer's Charisma score, and is *not* checked for every situation occurring in the description above. Instead, a retainer's morale is *only* checked during an adventure if:

1. The employer orders the retainer to endanger himself (or herself) while the party is in less danger; *or* —
2. The retainer is damaged, and down to ¼ of the original hit points or less (damaged for ¾ or more).

Adjustments to the Morale Check

The DM may decide to adjust a Morale Check by a penalty of +2 or +1, no adjustment, or a bonus of −1 or −2. *For example,* if the monsters have slain a PC, a Morale Check is made, but with a bonus to the roll; if no monsters have been killed, a −2 bonus is applied, or −1 if they have lost one or more of their group at the same time. If the party is using a lot of magic against the monsters, the Morale may be penalized, due to fear.

Results of the Morale Check

If a creature (or creatures) fail to make the Morale Check, it (or they) will try to get away from the battle. This could be a Retreat or Fighting Withdrawal (see the Additional Rules section of the PLAYERS' MANUAL) or, if neither of those is possible, a Surrender. If an intelligent creature Surrenders, it will usually offer treasure (from its lair or friends) as payment for its life.

Surrender: Though a creature may offer to surrender, the opponent (whether monster or character!) does *not* have to accept

and so forth. This is *not* recommended for beginners. The entire game system is carefully balanced, and a too-powerful item is

ready to go. Make up a retainer sheet, and start the game.

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make the finding and hiring of retainers part of the game, you should be ready for the following situations:

1. The character will search for retainers. You should be ready to describe the "local tavern" in town, or some other location where retainers can be found.
2. Many "Normal Men," unsuited for adventure, would apply for the job. Among them should be one or more 1st level NPCs of the types sought. The details of the Normal Men need not be specified, but you should be ready to describe them generally if the player asks.
3. The details of the NPC hired may be made up, instead of rolled. You can assume that an NPC fighter would have above-average Strength, for example. Personality traits, such as "miserly" or "hates elves") can add flavor to a game, and help make the NPC memorable — and more fun for all.

Retainer Reactions

When the rate of pay is offered and the job described, you should roll 2d6 to see if the retainer accepts the job. You may adjust the roll by +1 for good pay, or by −1 for a poor offer. Charisma adjustments should also apply.

If the characters are too poor to afford the proper pay of a retainer, you may allow the retainer to accept a half-share of treasure found. With such an offer, add 3 to the following die roll.

RETAINER REACTION TABLE

Dice Roll	Retainer Reaction
2	Refuse, insulted*
3-5	Refuse
6-8	Roll again
9-11	Accept
12	Accept, impressed**

*Insulted: Reactions of other potential retainers in the area are penalized by −1.

**Impressed: Retainer's morale is high, for +1 bonus.

Retainer Morale

The morale of a retainer is a measure of the NPC's willingness to follow the PC in the face of danger. If the morale score is a high number (good morale), the retainer will stand fast, but if it is a low number (bad morale), *the NPC may run away in a* dangerous situation. The morale score is

the offer, nor even stop fighting long enough to listen. The DM should play the role of a surrendering monster with care; remember that even non-intelligent creatures will usually act reasonably and run from hopeless battles.

Multiple Characters

You should *not* allow beginning players to play more than one character at the same time. It can be hard enough to play the role of *one* character; two or more can be very confusing. However, when the players are more experienced, you may consider this as an optional system.

If you have two towns in your fantasy game world, you may allow each player to have a character in each town. This can be more interesting, and allows the players to try different classes.

New Rules and Items

During the play of the game, a player will eventually try something not explained in these rules.

If a character wants to do something that could be based on an Ability Score, a test of that score could be used. *For example,* if a huge boulder blocks the corridor and a Fighter says "I'll try to move it," this action is based on Strength. Two ways a DM might decide to handle this are:

1. If the Strength score or less is rolled on 1d20, the attempt succeeds. Penalties for heavier objects are decided by the DM by adding a number to the roll.
2. If the Strength score or less is rolled on 3d6, the attempt succeeds. More or different dice are used for heavier objects (4d6, 5d4, 3d8, 5d6, and so forth).

Be sure to write down any rules you create, and apply them fairly to everyone.

These are only suggestions; you are free to make up any reasonable rules and apply them as needed. However, remember that more rules are given in the D&D EXPERT set, and even more in the COMPANION and MASTERS sets. If you create a rule and then find a different rule for the situation in one of these sets, the rule should be changed to the official one. Just tell the players that there is a change, to be fair to them.

New Items and Monsters

Experienced Dungeon Masters often make up their own monsters, treasures, spells,

very hard to get rid of,
into the game. When y
your own creations, m
the things in this book,
usually have charges, m
ter classes all have st
nesses, and spells hav
vided between the two
are also given in the E
PANION Sets.

Questions

If you don't understan
done in the game, loo
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viewing all the rules a
games.
Some of your rema
answered in the D&D E
gives rules for outdoor
specialists (such as Arm
many other situations.
You may also find a
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Millions of people play
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the DUNGEONS &
Please enclose a *self-ad*
velope, and print or type
Send them to:

D&D BASIC Ques
TSR Hobbies, Inc
P.O. Box 756
Lake Geneva, WI

Retainers

Be sure you are familia
retainers (PLAYERS' M
If there are 3 or more p
should be needed. How
players are available, m
be too difficult for the
and you may allow the
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This will only be nee
very few players *and* if
ters are not powerful en
their own. Fighter cha
do well alone, as can cle
and halflings.
First and foremost -
characters to take one o
ahead and do it. Don'
retainer reactions, pay
tails. Assume that a re
you wish) has been foun
(just tell the player th

determined by the employing character's Charisma score (PLAYERS' MANUAL, page 51). *It may be adjusted due to PC actions,* rewards, and so forth. Retainer morale should be checked after each adventure, and may be checked during adventures.

Morale is an optional rule, fully explained on page 19. Retainers should not be used without also using the Morale rules.

Sleep Spells

Whenever a magic-user or elf casts a sleep spell, the player will ask you for the effect. This powerful spell will affect any "normal" creature with 4+1 Hit Dice or less. There is no Saving Throw against its effects. Undead are not affected, nor are magical or fantastic creatures (such as gargoyle, medusa, etc.).

To randomly determine the number of creatures affected, roll 2d8. The result is the number of Hit Dice affected. Ignore any additions or subtractions to the Hit Dice, and use the first Hit Dice number alone. *For example,* Lizard Men (2+1 Hit Dice each) are treated as 2 Hit Dice creatures. Goblins (1 – 1 Hit Dice) are treated as 1 Hit Die each.

A victim cannot be "partially asleep." *For example,* the spell is used against 5 Tiger Beetles (3+1 Hit Dice). You roll 14 (on 2d8). Four of the monsters fall asleep, while the fifth attacks the party. The "extra 2 Hit Dice" rolled are not used.

If cast at a mixed group of creatures, the spell will affect the smallest ones first. Example: The spell is cast at a group of 3 bugbears (3+1 HD) and 2 ogres (4+1 HD). You roll 12 on 2d8. All three bugbears fall asleep, but the ogres are not affected.

Optional: If you wish, you may select the number affected instead of rolling dice. *For example,* you might place 7 Carrion Crawlers (3+1 Hit Dice) in a room and allow a maximum (5) to be affected by this spell, leaving 2 for the party to fight.

Thief Abilities

All DMs should be familiar with the special abilities of thieves. If you are not, turn to page 44 of the PLAYERS' MANUAL and read the descriptions. Most dungeon designs include several traps for only thieves to (hopefully) find and remove, locks for them to open, and sheer walls for their special climbing skills.

When a player says "My thief character will try to . . ." and names one of these abilities, you must roll to determine the success of the attempt. Hear Noise is checked by rolling 1d6; all the other abilities are checked by rolling Percentage dice (d%).

Ask the player what the Percentage chance is for the skill used. If you keep *records of the characters (in addition to the* character sheets — such as index cards), be sure that the thief's percentages are in your records. Roll the Percentage dice. If the result is less than or equal to the chance of success given, the attempt succeeds.

A failed attempt will often simply have no result. The thief will know, for example, that the lock has not been opened, that no traps were found, that the wall was not climbed, and so forth. However, a failed attempt at Remove Traps may set off the trap (DM's decision), or may leave it to be triggered when a certain action occurs (opening the chest or door, lifting the item, etc.).

Attempts to Move Silently or Hide in Shadows will always seem successful to the thief. Only the DM knows for sure, based *on the result of the roll.*

You may decide on any result without rolling. *For example,* if a party is being chased by an unbeatable monster and a locked door stands between them and the exit, you may automatically allow an Open Locks attempt to succeed, to make the game more fun by allowing the party to escape — possibly after fighting the creature for a short time.

Timekeeping

You should keep a careful record of the time used by characters during an adventure. Many spells have given durations, movement is based on time, and your rolls for Wandering Monsters are based on time. You may simply make notes on the *time used during an adventure, or you can* create a system (check marks, boxes to cross off, etc.) for keeping track.

Transferring Characters

A player may come to your game with a character created somewhere else. If this occurs, examine the character sheet carefully. In general, you may allow the character to "transfer" into your game *unless:*

(a) it is of a higher level than the other characters in the game
(b) more or better magic items are owned than by other characters
(c) if the money owned is more than 50% greater than the amount owned by any other character in your game.

Any one of these problems may be corrected, simply by changing the details on the character sheet. But if allowed to remain unchanged, any one of them can ruin your game! If any changes are necessary, you should talk about them with the player, in private, before the game.

Turning Undead

Whenever a cleric character tries to Turn undead monsters, the player will roll 2d6 and compare the total to the Turn Undead chart (PLAYERS' MANUAL, page 25). If the attempt at Turning the undead is suc*cessful, the player will then ask you how* many monsters are affected.

To determine the number at random, roll 2d6. The result is the number of Hit Dice of Undead affected. An easy reference chart is given.

Optional: You may decide on the number of Undead Turned, without rolling, if desired. *For example,* you may place 15 skeletons in an area, and give the cleric an automatic maximum (12) Turned, leaving 3 for the party to fight.

Undead Monster	Hit Dice each	(Optional) Maximum Turned
Skeleton	1	12
Zombie	2	6
Ghoul	2	6
Wight	3	4
Wraith*	4	3
Mummy*	5+1	2

*These monsters are explained in the D&D EXPERT Set. They cannot be Turned by low level clerics, but are included here for use with higher level cleric NPCs.

Higher Level Clerics vs. Undead

Cleric Level	Wight	Wraith	Mummy
3	9	11	—
4	7	9	11
5	T	7	9
6	T	T	7
7	T	T	T

A wraith looks like a shadow which flies, and drains levels as a wight. A mummy does not drain levels.

A monster cannot be "partially Turned." *For example:* A cleric Turns some wights (3 HD each), and your roll is 8 (on 2d6). Two wights (6 Hit Dice) run away; the 2 "extra" Hit Dice are not used.

If an attempt at Turning Undead is successful and more Undead remain, the cleric may Turn them again. Once a failure to Turn occurs, further attempts by that cleric will have no effect.

The Turned monsters will leave the area, but may return. They will stay away for 1-10 rounds (roll or choose a time). After the Turning "wears off," you may decide whether the monsters return, or make a Reaction roll. If the result of the roll is 8 or more, the undead return.

Monsters

General Notes

Many types of monsters are listed on the following pages in alphabetical order. Monsters may be friendly or unfriendly, wild or tame, normal animals or fantastic. The DM uses these monsters as the friends and opponents of the player characters.

Infravision

Many non-human monsters have infravision, in addition to normal sight. Infravision is the ability to see 60′ in the dark by seeing heat (and the lack of it). Normal and magical light makes infravision useless. Fire and other heat sources can interfere with infravision, much as a bright flash can interfere with normal vision for a short time.

To infravision, warm things seem red, and cold things seem blue. *For example,* a party of characters hiding in darkness could be seen as a group of reddish shapes. Some bodies would seem a faint pink (armor), while others — an unarmored magic-user, for example — would be a brighter red. A cold pool of water would seem a deep blue color. Even an item or creature which is the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen with infravision.

Note that a character (such as a thief of halfling) in complete darkness cannot hide from a monster with infravision. Some light source must be nearby to interfere with the monster's infravision, while casting shadows in which the character could hide.

Hit Dice

A monster's size and "toughness" is measured by its hit points. A monster's hit points are determined by rolling *eight-sided dice*. The number of dice used to determine the monster's hit points is called the monster's "Hit Dice."

The more Hit Dice a monster has, the bigger and tougher it is, and the more XP (experience points) it is worth.

> EXAMPLES: A skeleton has 1 Hit Die; it has 1-8 (1d8) hit points. A Rust Monster has 5 Hit Dice; it has 5-40 (5d8) hit points. a red dragon has 10 Hit Dice; it has 10-80 (10d8) hit points.

Sometimes the Hit Dice have a bonus or penalty included, as a minus or plus number. This makes some monsters a little more or less powerful than their Hit Dice would indicate.

This number is added to or subtracted from the *total* hit points rolled on all the Hit Dice. *For example,* 2+1 Hit Dice means "the total of two eight-sided dice, plus one point," or 3-17 hit points. In monster descriptions, the Hit Dice may be listed as 1-1 ("one minus one"), 1+2, 3+1, and so forth. Every creature has at least 1 hit point, regardless of any subtractions.

> EXAMPLES: A Fire Beetle has 1+2 Hit Dice; it has 3-10 hit points (1d8+2). A Bugbear has 3+1 Hit Dice; it has 4-25 (3d8+1) hit points. A Goblin has 1-1 Hit Dice; it has 1-7 (1d8-1) hit points. When rolling for a Goblin's hit points, a result of 1 OR 2 would indicate 1 hit point.

Dungeon Levels

Dungeons are often more than just a few caves. In your first group adventure, the ruins of a castle were explored. The cellar below that floor of the castle is left for you to fill with monsters and treasures. This is called the "second level" of the dungeon.

The least dangerous (easiest) level of a dungeon is always called the "first level" of the dungeon, or "dungeon level one." A dungeon may be any number of levels deep. In general, the deeper you explore in a dungeon, the more dangerous it becomes. Tougher (higher level) monsters are discovered — but the treasures should also be larger. Dungeon levels and designs are explained in more detail on pages 47 – 48.

Monster Levels

A monster with 1 Hit Die is called a "first level" monster. A monster with 2 Hit Dice is a "second level" monster, and so forth. Any "plusses" are ignored; for example, "2+1" Hit Dice are treated simply as "2" for this purpose.

Monsters are encountered most often on the dungeon level equal to their level. *For example:* A Goblin has 1-1 Hit Dice; it is a first level monster.

Therefore, most of the Goblins encountered by a party will be found on the first level of a dungeon. Goblins will be encountered less frequently on other levels of a dungeon.

If encountered elsewhere in a dungeon, the difference between the monster's level and the dungeon level is usually no more than 2.

> EXAMPLES: Goblins have 1-1 Hit Dice. They are most commonly found on the 1st level of a dungeon, but are rarely found any deeper than level three. Bugbears have 3+1 Hit Dice. They are most often found on dungeon level 3, but may be encountered on level 1. They are rarely found lower than dungeon level 5.

Number of Monsters

The number of monsters normally encountered is given in each monster description as "Number Appearing." These numbers are used when the monster's level is equal to the dungeon level. The Number Appearing should be adjusted if the monster's level is different from the dungeon level on which they are encountered. The following guideline should be used:

If a monster is encountered on an upper (easier) level of the dungeon, the number encountered should be *less* than the number given. *For example:* Gnolls have 2 Hit Dice; they are second level monsters. On dungeon level 2, 1-6 (1d6) should be encountered (the number given in the description). However, on dungeon level one, the number should be less; 1-4 (1d4) might be found.

If a monster is encountered on a lower dungeon level than its Hit Dice, the number appearing should be *more* than the number given. *For example:* On dungeon level thre
2-8 (2d4) gnolls might be encountered. C
level 4, 2-12 (2d6) might be encountered
or more.

The DM may change the number appea
ing as desired. These guidelines are n
rules, but are offered to help in creati
good, fair dungeons. If low level characte
encounter tough monsters on the first a
second levels of a dungeon, they might
overpowered. Even using these guidelin
they might encounter dangerous monste
but in very small numbers. For examp
The Number Appearing for Bugbears is 2
(2d4). Eight Bugbears can destroy a lo
level party; using these guidelines, only 1
should be encountered on dungeon lev
one.

Reactions

Monsters may have nearly any reaction
the appearance of a party, unless the mo
ster description says otherwise. To find t
monsters' reactions, roll 2d6 and find t
total on the left side of the Monster Rea
tion Chart. Use the chart to find the mo
sters' actions and any further rolls neede

MONSTER REACTION CHART

First Roll	Reaction
2	Immediate Attack
3-5	Possible attack, roll again*: 2-8 Attack 9-12 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly
6-8	Uncertain, roll again*: 2-5 Attack 6-8 Negotiate, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 9-12 Friendly
9-11	Possibly friendly, roll again*: 2-5 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 6-12 Friendly
12	Immediately Friendly

*Wait 1 or more rounds, and consider charact
actions, the speaker's Charisma, and the over
situation before rolling again (as explained b
low).

Character Actions

The actions of the PCs may affect the monsters' reactions. The characters may talk (negotiate), or may use hand motions if the creatures don't understand the PC languages. Your Reaction Roll may include an adjustment to account for the actions of the characters. Adjustments from PC actions could be a −2 or −1 penalty, or a +1 or +2 bonus, or no adjustment.

Effects of Charisma

If the monster or NPC encountered can understand what is said by the PCs, the bonus or penalty due to Charisma is applied to the result, *in addition* to bonuses or penalties due to Character Actions.

> EXAMPLE: The party meets a Bugbear, and decides to be friendly. One player says "I'll talk to it in Common; I've got a +2 from Charisma" (due to a score of 18). Another says, "I'll try in Goblin, but I've got a −1" (due to a Charisma score of 6). If the monster understood the Common tongue, you would add +2 to the next Reaction Roll; however, the bugbear knows only the Bugbear and Goblin tongues, and the −1 penalty is used.

Negotiation

Uncertain monsters may try to talk or Negotiate. If they can communicate somehow, through words or hand motions, the monsters may suggest that some sort of agreement be made.

For example, a monster might fear the party, and offer to pay them if they will go away! In exchange for its friendship, a hungry creature might ask for food. (A hungry animal might lick its lips, obviously hungry but apparently not wanting to attack the characters.) A more intelligent monster might want a bribe, threatening to attack unless the characters give it something. This process of making offers and discussing them is called Negotiation.

A Chaotic monster will not necessarily keep its promises! Chaotics are not dependable. There are many Chaotic monsters.

A Neutral monster will usually keep its word, especially if it could be risky to break it. It will do what is best for itself. More monsters are Neutral than either of the other Alignments.

A Lawful monster will always do what it has promised; its word is as good as a written contract. However, there are very few Lawful monsters.

Reactions can make the game much more fun than having fights. With some careful thought, a good DM can keep everyone interested and challenged by the situations that can arise. Remember that no creature wants to get killed, and if the party looks or acts fierce, many creatures can be scared away or forced to surrender — although large and tough monsters probably won't scare very easily.

You may find more information on the reactions and behavior of animals and other "normal" monsters at your local library.

Combat

Running a monster in combat is usually easier than running a player character. Hit rolls and damage rolls are made the same way for both monsters and characters. The Monsters' Hit Table, however, is different. In general, the bigger or tougher the monster, the easier it hits.

To find the Hit Roll needed by an attacking monster, find the monster's Hit Dice (always given in the description) on the chart. The Hit Chart for that monster is the line of numbers next to the Hit Dice. Part of the chart is given here; the entire chart is given on page 49, for easy reference.

MONSTERS' HIT TABLES

Monster's Hit Dice	Defender's Armor Class 9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20

Saving Throws

When a character casts a magic spell at a monster, the creature has a chance to avoid the effects, just as characters do. Similarly, monsters have the same types of Saving Throws as characters — vs. Death Ray or Poison, Magic Wands, and so forth.

Monsters' Saving Throws are found on the Characters' Saving Throw Charts. In every monster description, a Character Class and Level will be given for the DM to find the creature's Saving Throw. This is noted as "Save As: . . ." A full chart is given on page 49, for easy reference.

In general, monsters make Saving Throws as the character type to which they are the most similar. Unintelligent monsters make Saving Throws as if Fighters of a level equal to one-half of their Hit Dice.

> EXAMPLES: The goblin description gives the note "Save As: Normal Man." To find a Goblin's Saving Throws, look for "Normal Man" on the SAVING THROWS Chart. For a Werewolf: "Save As: Fighter 4"; the creature's Saving Throws are the same as those of a 4th Level fighter.

Special attacks

Many monsters have Special Attacks, which are mentioned in the descriptions. A character can usually avoid the effects of a Special Attack if a Saving Throw is successfully made (though Energy Drain has no saving throw). Read the following explanations carefully, and refer to this section whenever Special Attacks are used in a game.

Blindness: *In the Basic game, blindness may result from certain spells or actions, or when fighting in the dark without infravision. Some forms of "blindness" do not involve sight! The bat and giant shrew, for example, "see" using sound, and may be "blinded" by the cleric spell* **Silence 15' radius.** The rule given is simply "the victim of blindness may not move or attack." However, *you may* use the following optional system if desired.

A blinded creature may attack, but with a −4 penalty on all Hit rolls. Anyone attacking a blinded creature gains a +4 bonus to all Hit rolls, since the victim cannot properly defend itself. A blinded creature may move at ⅓ normal speed, or up to ⅔ normal speed if guided or led.

A character cannot normally attack an invisible opponent. However, if the magic-user spell **Detect Invisible** is used, the caster may guide others, by words or actions, making attacks possible. The characters attacking the invisible creature may be treated as if blinded, using the guidelines given above.

Charm: Some monsters can enchant a character so that the character is confused, believing that the monster is a friend. If a character is the victim of a **Charm** attack (from a Harpy, for example) and fails a Saving Throw vs. Spells, the character is immediately Charmed. (Bargle, the magic-user in your first adventure, Charmed your fighter.)

A Charmed character is confused and unable to make decisions. The Charmed character will not attack or harm the Charming monster in any way, and will obey *simple commands from the creature* if they both understand a language (whether the alignment tongue or some other language). *If the Charmed character does not understand the monster's speech, the character will still try to protect the monster from harm. Charmed characters are too confused* to use any spells or magic items which require concentration.

If the Charming monster is killed, the Charm effect disappears. (A higher level spell, **Dispel Magic,** can be used to break the Charm without killing the monster.)

Energy Drain: This is a dangerous attack form, with no Saving Throw allowed. If a character is hit by an Energy Drain attack (by a wight, for example), the character loses one Level of Experience! (A monster would lose one Hit Die from this effect.) The Energy Drain removes all the benefits of that Level — hit points, spells, and so forth — as soon as it occurs. The victim's Experience Point total drops to the *midpoint* of the new level.

A 1st level character hit by an Energy Drain attack is killed. There is normally no way to cure an Energy Drain. The character can only regain the Level through normal adventuring and earning the Experience Points all over again.

> EXAMPLE: An adept with 2800 XP sees a wight, and steps forward in an attempt to Turn it. The attempt fails, and the character is struck by the wight. The adept immediately becomes an acolyte, with 750 XP. In the following round of combat, the wight strikes the character again, and the acolyte is killed by the Energy Drain.
>
> In the D&D COMPANION set, a high level cleric spell can restore a Level lost by Energy Drain.

Paralysis: This effect "freezes" a character. If a character is hit by a Paralyzing attack and fails the Saving Throw vs. Paralysis, the character is unable to do anything. The character is *not* dead, and a character cannot die from mere paralysis.

A paralyzed character remains awake, aware of what is happening, but cannot do anything that requires movement (including speaking, spell casting, and so forth) until the paralysis ends. All attacks on a paralyzed creature will *automatically* hit; only a roll for damage is made. Paralysis itself has no permanent effects of any kind. It lasts for 2-8 turns (unless a different number is given in the monster description). The cleric spell **Cure Light Wounds** can be used to remove the paralysis, but will not cure any damage when used for this purpose.

Poison: Poison is a danger to all characters. If a character is hit by a poisonous attack (by a snake, for example) and misses the Saving Throw vs. Poison, the character will usually die. (In the D&D EXPERT rules, poison can be cured with a magic spell.)

Poison Damage

(Optional): Since "instant death" by poison can swiftly remove the fun of a game, the DM may change the effect of failure to a number of hit points of damage. The failed Saving Throw may still cause death from damage, but often will not, and the game may continue. A regular system of damage — such as 1, 2, 3, or 4 points *per hit die* of the monsters — is recommended.

Monster Descriptions

Each entry on the following pages has a description of the monsters, often including notes on their behavior. A list of details is given above each description. These details are called the **statistics** for that monster. They are always given in the same order.

Name: If the name of a monster is followed by an asterisk (*), then a *special* or *magical* weapon is needed to hit that monster. You should use these monsters with caution; they are very dangerous to low-level characters.

Armor Class: This number is based on several things, including the toughness of the creature's skin, its speed or agility, and armor worn (if any). The DM may adjust the AC for special situations. *For example,* a hobgoblin is normally AC 6 (probably wearing leather armor), but may be changed to AC 2 if plate mail armor is somehow found and used by the creature.

Hit Dice: This gives the number of *eight-sided dice (d8)* used to find the monster's hit points. Read the full explanation of Hit Dice on page 22 to be sure you understand th term.

If an asterisk (*) appears next to the H Dice number, the monster has a speci ability (given in the description). Two o three asterisks may be given, one for eac special ability. Special abilities affect th number of XP earned for defeating th monster, as explained on page 12.

Move: This gives the movement rate for th monster. The number of feet the monste moves in one 10-minute turn is given firs followed by the movement rate per roun (for encounters).

Some monsters have a second movemen rate. The first is the rate when walking, an the second is a special form of movemen such as swimming, flying, or climbing.

Attacks: This gives the number and type o attacks which the monster can use in on round.

Damage: If a monster hits a target, damag is inflicted; the amount is given here as range. When a monster has more than on attack in a round, the attacks and damage are given in the same order. "By weapon means that the monster always attacks wit a weapon. The damage is either 1-6 or, Variable Weapon Damage is used, dete mined by the weapon type.

No. Appearing (Number Appearing): The first range of numbers given here shows the number of monsters normally found in a dungeon room. If "0" is given, the creatures are not normally found in a dungeon. The second range (in parentheses) gives the number found outdoors, in wilderness. This is also the suggested number of monsters in a dungeon lair. In the wilderness lair, 5 times this number is suggested. If "(0)" is given, the creatures are not normally found outside of dungeons.

If a monster is found on a dungeon level different from its level (Hit Dice), the Number Appearing should be changed. This is explained fully on page 22, in the "Number of Monsters" section.

Save As: The Saving Throw numbers for monsters are the same as those for character classes. The Saving Throws for all classes, including higher level characters and "Normal Men," are given on page 49.

Morale: This number is the suggested morale of the monsters. Morale is an optional rule (explained on page 19), which is used in combat to determine whether the monsters run away, surrender, or fight to the death.

Treasure Type: To find the treasure guarded by the monsters, compare the letter given here to the letters on the Treasure Types Chart (pages 40-41). Complete instructions for using the chart are given on that page. "Nil" indicates no treasure.

If a Treasure Type is given in parentheses, it is the treasure carried by the monster. If two Treasure Types are given, the first (*in parentheses*) is the treasure carried, and the second is the treasure in the monster's lair. *If no parentheses are used, the monster carries no treasure.*

Alignment: Monsters may be Lawful, Neutral, or Chaotic. Animals are usually Neutral. A good Dungeon Master always considers alignment when playing the role of a monster. Only intelligent monsters can speak an Alignment language.

XP value: The Experience Points to be awarded for the defeat of ONE of that type of monster are given here. However, the DM may give more XP for monsters in "tough" encounters, such as an attack on a well-defended lair. See page 12 for more details on XP awards.

Description: A general description of the monster's habits is given below the statistics, including details of any special abilities or behavior. The following terms may be used:

A **Carnivore** is a creature that prefers to eat meat, and does not usually eat plants.

An **Herbivore** is a creature that prefers to eat plants rather than meat.

An **Insectivore** is a creature that prefers to eat insects, rather than plants or red meat.

An **Omnivore** is a creature that will eat nearly anything edible.

A **Nocturnal** creature is normally active at night, sleeping during the day. However, dungeons are often dark as night, and a nocturnal creature may be awake during "daylight hours" if found within a dark dungeon.

A monster's home is called its **lair.** Most monster lairs are in dungeon rooms or outside, hidden in the wilderness. Most monsters will defend their lairs fiercely.

Monster List

Animals, Normal and Giant: see **Ape, Baboon, Bat, Bear, Boar, Cat, Ferret, Rat, Shrew,** or **Wolf.**

Ant, Giant

Armor Class:	3
Hit Dice:	4*
Move:	180′ (60′)
Attacks:	1
Damage:	2-12
No. Appearing:	2-8 (4-24)
Save As:	Fighter: 2
Morale:	7 (and see below)
Treasure Type:	U (and see below)
Alignment:	Neutral
XP value:	125

Giant ants are black ants about 6′ long. They are *omnivores,* and will devour anything edible which lies in their path (no reaction roll). Once engaged in combat, they will fight to the death, even trying to cross flames to reach their opponents. The nest-lair will always be guarded by 4-24 giant ants. There are legends of giant ants mining gold, and there is a 30% chance that a lair will contain 1-10 thousand gp worth of nuggets.

Ape, White

Armor Class:	6
Hit Dice:	4
Move:	120′ (40′)
Attacks:	2 claws
Damage:	1-4/1-4
No. Appearing:	1-6 (2-8)
Save As:	Fighter: 2
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP value:	75

White apes have lost their color due to many years of living in caves. They are *nocturnal* herbivores, looking for fruits and vegetables at night. If creatures approach their lair, the apes will threaten them. If their threats are ignored, they will attack. They may throw one stone per round for 1d6 points each. White apes are not intelligent and are sometimes are kept as pets by Neanderthals (Cavemen).

Baboon, Rock

Armor Class:	6
Hit Dice:	2
Move:	120′ (40′)
Attacks:	1 club/1 bite
Damage:	1-6/1-3
No. Appearing:	2-12 (5-30)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	U
Alignment:	Neutral
XP value:	20

Rock baboons are larger versions of normal baboons, and are more intelligent. They are omnivores, but prefer meat. They do not make tools or weapons but will pick up bones or branches to use as clubs. Rock baboons form packs, each led by a dominant male. They are ferocious and have vicious tempers. They do not speak a true language, but use simple screams to communicate warnings and needs.

Bandit

Armor Class:	6
Hit Dice:	1
Move:	90′ (30′)
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-8 (3-30)
Save As:	Thief: 1
Morale:	8
Treasure Type:	(U) A
Alignment:	Chaotic or Neutral
XP value:	10

Bandits are NPC thieves who have joined together for the purpose of robbing others. Bandits will act as normal humans so they can surprise their intended victims. Treasure Type A is only found when bandits are encountered in their wilderness lair. Bandits may have an NPC leader of any human character class, who is one or more levels of experience greater than the bandits.

Bat

	Giant	*Normal*
Armor Class:	6	6
Hit Dice:	1/4 (1 hit point)	2
Move:	9′ (3′)	30′ (10′)
Flying:	120′ (40′)	180′ (60′)
Attacks:	Confusion	1 bite
Damage:	Nil	1-4
No. Appearing:	1-100 (1-100)	1-10 (1-10)
Save As:	Normal Man	Fighter: 1
Morale:	6	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP value:	5	20

Bats are nocturnal flying insectivores. They often live in caves or abandoned buildings, and find their way about by echo-location (a type of radar using hearing and echos to locate objects). Since they have very weak eyes, spells which affect sight (such as Light) do not work on bats. However, a **Silence 15′ Radius** spell will effectively "blind" a bat.

Normal Bats: Normal bats will not attack men but may confuse them by flying around their heads. There must be at least ten bats to confuse one character. Characters who are confued have a −2 penalty on their Hit Rolls and Saving Throws and cannot cast spells. Normal bats must check morale each round unless they are controlled or summoned.

Giant Bats: Giant Bats are carnivores and may attack a party if extremely hungry. Five percent of all giant bat encounters will be groups of giant vampire bats, far *more* dangerous creatures (XP value 25). The bite of a giant vampire bat does no extra damage but its victim must make a Saving Throw vs. Paralysis or fall unconscious for 1-10 rounds. This will allow the vampire bat to feed without being disturbed, draining 1-4 points of blood per round. Any victims who die from having their blood drained by a giant vampire bat must make a Saving Throw vs. Spells or become an undead creature 24 hours after death. (If D&D EXPERT rules are used, this may be a vampire.)

Bear

	Black	Grizzly	Polar	Cave
Armor Class:	6	8	6	5
Hit Dice:	4	5	6	7
Move:	120′ (40′)	120′ (40′)	120′ (40′)	120′ (40′)
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1-3/1-3/1-6	1-8/1-8/1-10	1-6/1-6/1-10	2-8/2-8/2-12
No. Appearing:	1-4 (1-4)	1 (1-4)	1 (1-2)	1-2 (1-2)
Save As:	Fighter: 2	Fighter: 4	Fighter: 3	Fighter: 4
Morale:	7	10	8	9
Treasure Type:	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral
XP value:	75	175	275	450

Bears are well-known to all adventurers. If any bear hits one victim with both paws in one round, the bear hugs its victim and inflicts 2-16 points of additional damage in that same round.

Black bear: Black bears have black fur and stand about 6′ tall. They are omnivores but prefer roots and berries. A black bear will not usually attack unless it is cornered and cannot escape. Adult black bears will fight to the death to protect their young. They have been known to raid camps, seeking food. They are especially fond of such treats as fresh fish and sweets.

Grizzly bear: Grizzly bears have silver-tipped brown or reddish brown fur and stand about 9′ tall. They are fond of meat and are much more likely to attack than black bears. Grizzlies are found in most climates, but are most common in mountains and forests.

Polar bear: Polar bears have white fur and stand about 11′ tall. They live in cold regions. They usually eat fish, but often attack adventurers. These huge bears are good swimmers, and their wide feet allow them to run across snow without sinking.

Cave bear: A cave bear is a type of giant grizzly bear which lives in caves and "lost world" areas. It stands about 15′ tall and is the most ferocious of all the bears. Though it is an omnivore, a cave bear prefers fresh meat. It has poor eyesight but a good sense of smell. If hungry, it will follow a track of blood until it has eaten.

Bee, Giant

Armor Class:	7
Hit Dice:	1/2* (1-4 hp)
Move:	150′ (50′)
Attacks:	1 sting
Damage:	1-3 + special
No. Appearing:	1-6 (5-30)
Save As:	Fighter: 1
Morale:	9
Treasure Type:	See below
Alignment:	Neutral
XP value:	6

Giant Bees are foot-long giant bees with very nasty tempers. They often attack on sight, and will always attack anyone within 30′ of their underground hive. If a giant bee attack hits, the bee dies, but the creature stung must make a Saving Throw vs. Poison or die. The stinger will continue to work its way into the victim, inflicting 1 point of damage per round, unless a round is spent pulling it out.

There will always be at least 10 bees with their queen in or near the hive. At least 4 of these bees will have 1 Hit Die each. The queen bee has 2 Hit Dice and can sting repeatedly without dying. Giant bees make magical honey. If the honey of an entire hive is eaten (about 2 pints), it has an effect like a half-strength potion of healing, curing 1-4 points of damage.

Beetle, Giant

	Fire	Tiger	Oil
Armor Class:	4	4	3
Hit Dice:	1+2	2*	3+1
Move:	120′ (40′)	120′ (40′)	150′ (50′)
Attacks:	1 bite	1 bite + special	1 bite
Damage:	2-8	1-6 + special	2-12
No. Appearing:	1-8 (2-12)	1-8 (2-12)	1-6 (2-8)
Save As:	Fighter: 1	Fighter: 1	Fighter: 2
Morale:	7	8	9
Treasure Type:	Nil	Nil	U
Alignment:	Neutral	Neutral	Neutral
XP value:	15	25	50

Fire Beetle: Fire beetles are 2½′ long creatures often found below ground. They are nocturnal, but may be active underground at any time. A fire beetle has two glowing glands above its eyes and one near the back of its abdomen. These glands give off light in a 10′ radius, and will continue to glow for 1-6 days after they are removed.

Oil Beetle: Oil beetles are 3′ long giant beetles that sometimes burrow underground. When attacked, an oil beetle squirts an oily fluid at one of its attackers (a Hit Roll is needed; the range is 5′). If the oil hits it raises painful blisters, causing a −2 penalty on the victim's Hit Rolls until cured by a **Cure Light Wounds** spell or until 24 hours have passed. If the spell is used to cure blisters, it will not also cure damage. Oil beetles can also attack with their mandibles (horned jaws).

Tiger Beetle: Tiger beetles are 4′ long giant beetles with a striped carapace (a shell-like covering) which looks like a tiger's skin. They are carnivores, and usually prey on robber flies. They have been known to attack and eat adventurers, crushing them with their powerful mandibles.

Berserker

Armor Class:	7
Hit Dice:	1+1*
Move:	120′ (40′)
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-6 (3-30)
Save As:	Fighter: 1
Morale:	12
Treasure Type:	(P) B
Alignment:	Neutral
XP value:	19

Berserkers are fighters who go mad in battle. Their reactions are determined normally, but once a battle starts they will always fight to the death — sometimes attacking their comrades in their blind rage. When fighting humans or human-like creatures (such as kobolds, goblins or orcs), they add +2 to their Hit Rolls due to this ferocity. They never retreat, surrender, or take prisoners.

Boar

Armor Class:	7
Hit Dice:	3
Move:	90′ (30′)
Attacks:	1 tusk
Damage:	2-8
No. Appearing:	1-6 (1-6)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP value:	35

Wild boars generally prefer forested areas, but can be found nearly everywhere. They are omnivores, and have extremely bad tempers when disturbed.

Bugbear

Armor Class:	5
Hit Dice:	3+1
Move:	90′ (30′)
Attacks:	1 weapon
Damage:	By weapon +1
No. Appearing:	2-8 (5-20)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	(P + Q) B
Alignment:	Chaotic
XP value:	75

Bugbears are giant hairy goblins. Despite their size and awkward walk, they move very quietly and attack without warning whenever they can. They surprise on a roll of 1-3 (on 1d6) due to their stealth. When using weapons, they add +1 to all Hit and Damage rolls because of their strength.

Carrion Crawler

Armor Class:	7
Hit Dice:	3+1*
Move:	120′ (40′)
Attacks:	8 tentacles
Damage:	Paralysis
No. Appearing:	1-4 (0)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
Alignment:	Neutral
XP value:	75

This scavenger is a 9′ long, 3′ high many-legged worm. It can move equally well on a floor, wall, or ceiling. Its small mouth is surrounded by 8 tentacles, each 2′ long, which can paralyze on a successful hit unless a Saving Throw vs. Paralysis is made. A tentacle hit does no actual damage. Once paralyzed, a victim will be eaten (unless the carrion crawler is being attacked). Unless magically cured, the paralysis will wear off in 2-8 turns. Carrion crawlers are not normally found outside of dungeons.

Cat, Great

	Mountain Lion	*Panther*	*Lion*
Armor Class:	6	4	6
Hit Dice:	3+2	4	5
Move:	150′ (50′)	210′ (70′)	150′ (50′)
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1-3/1-3/1-6	1-4/1-4/1-8	2-5/2-5/1-10
No. Appearing:	1-4 (1-4)	1-2 (1-6)	1-4 (1-8)
Save as:	Fighter: 2	Fighter: 2	Fighter: 3
Morale:	8	8	9
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral
XP value:	50	75	175

	Tiger	*Sabre-tooth Tiger*
Armor Class:	6	6
Hit Dice:	6	8
Move:	150′ (50′)	150′ (50′)
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-6/1-6/2-12	1-8/1-8/2-16
No. Appearing:	1 (1-3)	1-4 (1-4)
Save As:	Fighter: 3	Fighter: 4
Morale:	9	10
Treasure Type:	U	V
Alignment:	Neutral	Neutral
XP value:	275	650

The "Great Cats" are normally cautious and will avoid fights unless forced by extreme hunger or when trapped with no escape route. Though they may be found in a relaxed or even playful mood, they are subject to rapid and violent changes of temper. They often develop a fondness for one type of food, and will go out of their way to hunt that type of prey. The Great Cats rarely go deeply into caves, and usually remember a quick escape route to the outdoors. Despite their shyness, they are very inquisitive, and may follow a party out of curiosity. They will always chase a fleeing prey.

Mountain Lion: This tawny-furred species lives mostly in mountainous regions but also inhabits forests and deserts. They will wander further into dungeons than any other species of Great Cat.

Panther: Panthers are found on plains, forests, and open shrub lands. They are extremely quick and can outrun most prey over short distances.

Lion: Lions generally live in warm climates and thrive in savannah and brush lands near deserts. They usually hunt in groups, known as prides.

Tiger: Tigers are the largest of the commonly found Great Cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage, useful when hunting. They often surprise their prey (on a roll of 1-4 on 1d6) when in woodlands.

Sabre-Tooth Tiger: Sabre-tooth tigers are the largest and most ferocious of the Great Cats. They have oversized fangs, from which they get their name. Fortunately, sabre-tooth tigers are mostly extinct, except in "lost world" areas.

Monsters

Centipede, Giant

Armor Class:	9
Hit Dice:	1/2 (1-4 hp)
Move:	60′ (20′)
Attacks:	1 bite
Damage:	Poison
No. Appearing:	2-8 (1-8)
Save As:	Normal Man
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP value:	6

A giant centipede is a foot-long insect with many legs. Centipedes prefer dark, damp places. The bite does no damage, but the victim must make a Saving Throw vs. Poison or become violently ill for 10 days. Characters who do not make their Saving Throws move at ½ speed and will not be able to perform any other physical action.

Doppleganger

Armor Class:	5
Hit Dice:	4*
Move:	90′ (30′)
Attacks:	1
Damage:	1-12
No. Appearing:	1-6 (1-6)
Save As:	Fighter: 8′
Morale:	8
Treasure Type:	E
Alignment:	Chaotic
XP value:	125

These man-sized shapechanging creatures are intelligent and evil. A doppleganger is able to shape itself into the exact form of any human-like creature it sees (up to 7′ tall). Once in the form of the person it is imitating, it attacks that person. Its favorite trick is to kill the original person in some way without alerting the party. Then, in the role of that individual, it attacks the others by surprise, often when they are already engaged in combat. **Sleep** and **charm** spells do not affect dopplegangers and they make all Saving Throws as Fighter: 8 due to their highly magical nature. When killed, a doppleganger turns back into its original form.

Dragon

	White	*Black*	*Green*
Armor Class:	3	2	1
Hit Dice:	6**	7**	8**
Move:	90′ (30′)	90′ (30′)	90′ (30′)
Flying:	240′ (80′)	240′ (80′)	240′ (80′)
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1-4/1-4/2-16	2-5/2-5/2-20	1-6/1-6/3-24
No. Appearing:	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 6	Fighter: 7	Fighter: 8
Morale:	8	8	9
Treasure Type:	H	H	H
Alignment:	Neutral	Chaotic	Chaotic
XP Value:	725	1250	1750

	Blue	*Red*	*Gold*
Armor Class:	0	−1	−2
Hit Dice:	9**	10**	11**
Move:	90′ (30′)	90′ (30′)	90′ (30′)
Flying:	240′ (80′)	240′ (80′)	240′ (80′)
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	2-7/2-7/3-30	1-8/1-8/4-32	2-8/2-8/6-36
No. Appearing:	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 9	Fighter: 10	Fighter: 11
Morale:	9	10	10
Treasure Type:	H	H	H
Alignment:	Neutral	Chaotic	Lawful
XP Value:	2300	2300	2700

Type	**Where Found**	**Breath Weapon**	**Range Length x Width**
White	Cold region	Cold	80′ x 30′
Black	Swamp, marsh	Acid	60′ x 5′
Green	Jungle, forest	Chlorine Gas	50′ x 40′
Blue	Desert, plain	Lightning	100′ x 5′
Red	Mountain, hill	Fire	90′ x 30′
Gold	Anywhere	Fire/Gas	90′ x 30′/50′ x 40′

Type	**Breath Shape**	**Chance of Talking**	**Chance of being Asleep**	**Spells (by level)** 1	2	3
White	Cone	10%	50%	3	—	—
Black	Line	20%	40%	4	—	—
Green	Cloud	30%	30%	3	3	—
Blue	Line	40%	20%	4	4	—
Red	Cone	50%	10%	3	3	3
Gold	Cone/Cloud	100%	5%	4	4	4

Dragons are a very old race of huge winged lizards. They like to live in isolated, out-of-the-way places where few men are found. Though the color of their scaly hide makes dragons look different, they all have quite a few things in common: they are all hatched from eggs, are carnivores, have Breath Weapons, have a great love of treasure, and will do everything possible to save their own lives, including surrender. Breath Weapons, treasure, and surrender (subduing a dragon) are all explained in the following description.

Many dragons live hundreds or thousands of years. Because of their long history, they tend to think less of the younger races (such as Man). Chaotic dragons might capture men, but will usually kill and eat them immediately. Neutral dragons might either attack or ignore a party completely. Lawful dragons, however, may actually help a party if the characters are truly worthy of this great honor. When playing a dragon, a DM should keep in mind that, because of its pride, even the hungriest dragon will pause and listen to flattery (if no one is attacking it, and if it understands the language of the speaker).

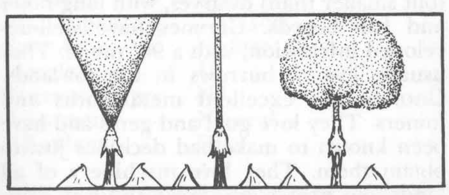
Dragons are extremely powerful monsters and should be used with caution when encountered by low level player characters (such as those found in the D&D BASIC rules). It is recommended that until characters reach the fourth and higher levels of experience (see the D&D EXPERT rules) that only the youngest and smallest dragons be used.

Breath Weapon Damage: All dragons have a special attack with their "Breath Weapon" in addition to their claw and bite attacks. Any dragon can use its Breath Weapon up to 3 times each day. A dragon's first attack is always with its Breath Weapon. The number of points of damage any Breath Weapon does is equal to the number of the dragon's hit points. Any damage done to a dragon will reduce the damage it can do with its Breath Weapon.

After the first Breath attack, a dragon might choose to attack with claws and bite. To determine this randomly, roll 1d6:

1-3: the dragon will use its claw and bite attacks;

4-6: the dragon will breathe again.



Shape of Breath: A dragon's Breath Weapon appears as one of three different shapes: cone-shaped, a straight line, or a cloud of gas.

A cone shaped Breath begins at the dragon's mouth (where it is 2′ wide) and spreads out until it is 30′ wide at its furthest end. *For example,* the area of effect of a white dragon's Breath is a cone 80′ long and 30′ wide at its far end.

A **line-shaped** Breath starts in the dragon's mouth and stretches out toward its victim in a straight line (even downward). Even at its source, a line-shaped Breath is 5′ wide.

A **cloud-shaped** Breath billows forth from the dragon's mouth to form a 50′ x 40′ cloud, 20′ tall, around the dragon's targets directly in front of it.

Saving Throws: Each victim within a dragon's Breath must make a Saving Throw. This is always the Saving Throw vs. Breath, even if the breath is similar to another type of attack. If successful, the victim takes only ½ damage from the Breath. Dragons are never affected by the normal or smaller versions of their Breath Weapons, and automatically make their Saving Throws against any attack form which is the same as their Breath Weapon. *For example,* a red dragon will take no damage from (and usually ignores) burning oil, and will always take only ½ damage from a fire-type magic spell, such as a **Fire Ball.**

Talking: Dragons are intelligent, and some dragons can speak the Dragon and Common tongues. The percentage listed under "Chance of Talking" is the chance that a dragon will be able to talk. Talking dragons are also able to use magic-user spells. The number of spells and their levels are given in the chart. *For example,* "3 3 —" means that the dragon can cast 3 first level spells and 3 second level spells, but no third level spells. Dragon spells are usually selected randomly.

Sleeping Dragons: The percentage chance given under *Chance of Being Asleep* applies whenever a party encounters a dragon on the ground (flying dragons are never asleep). Any result greater than the percentage means that the dragon is not asleep (though it may be pretending to be!). If a dragon is asleep, it may be attacked for one round (with a bonus of +2 on all Hit Rolls), during which it will awaken. Combat is handled normally for the second and further rounds.

Subduing Dragons: Whenever characters encounter a dragon, they may choose to try to subdue it rather than kill it. To subdue a dragon, all attacks must be with "the flat of the sword." Thus, missile weapons and spells may not be used to subdue. Attacks and damage are determined normally, but this "subduing damage" is not real damage. The dragon will fight normally until it reaches 0 or less hit points, at which time it will surrender. The subduing damage does not reduce the damage done by the dragon's Breath Weapon.

A dragon may be subdued because it realizes that its attackers could have killed it if they had been striking to kill. It therefore surrenders, admitting that the opponents have won the battle but saving its own life.

A subdued dragon will attempt to escape or turn on its captor if given a reasonable chance to do so through the party's actions. For example, a dragon left unguarded at night, or who is ordered to guard a position alone, would consider these "reasonable chances." A subdued dragon must be sold. The price is up to the DM, but should never exceed 1,000 gp per hit point. The dragon may be forced to serve the characters who subdued it. If a subdued dragon is ever ordered to perform a task which is apparently suicidal, the dragon will attempt to escape, and may try to kill its captors in the process.

Age: The statistics given are for an average-sized dragon of its type. Younger dragons are smaller and have acquired less treasure; older dragons are larger and have acquired more. Dragons generally range in size from 3 Hit Dice smaller to 3 Hit Dice larger than average. For example, red dragons could be found having 7 to 13 Hit Dice, depending on their age.

Treasure: Younger dragons may have collected as little as ¼ to ½ the normal listed treasure; older dragons may have as much as double the listed amount. Dragon treasure is only found in a dragon's lair. These lairs are rarely left unguarded, and are well-hidden to prevent easy discovery.

Gold Dragons: Gold dragons always talk and use spells. They can also change their shape, and often appear in the form of a human or animal. Gold dragons may breathe either fire (like a red dragon) or chlorine gas (like a green dragon), though they still have a total of 3 Breath Weapon attacks per day (**not** six). The type of Breath used should be chosen by the DM to fit the situation.

Dwarf

Armor Class:	4
Hit Dice:	1
Move:	60′ (20′)
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-6 (5-40)
Save As:	Dwarf: 1
Morale:	8 or 10 (see below)
Treasure Type:	(Q + S) G
Alignment:	Lawful or Neutral
XP value:	10

Dwarves can also appear as NPCs, usually in clan groups or as war or mining expeditions. For every 20 dwarves there will be one leader (level 3-8) who may have magical items. To check for possible magical items, multiply the leader's level by 5. The result is the percentage chance for that leader to own a magical item from any one particular subtable. Roll separately for each type (subtable) of magic treasure. Check all the subtables except the Scroll subtable and the Wand/Rod/Staff subtable. As long as their leader is still alive and fighting with them, dwarven morale is 10 rather than 8. Dwarves hate goblins, and will usually attack them on sight.

Elf

Armor Class:	5
Hit Dice:	1*
Move:	120′ (40′)
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-4 (2-24)
Save As:	Elf: 1
Morale:	8 or 10 (see below)
Treasure Type:	(S + T) E
Alignment:	Neutral
XP value:	13

Elves can also appear as NPCs. Each elf will have one 1st level spell (chosen at random). When a group of 15 or more elves appears, one of them will be a leader (level 2-7). To check for possible magical items that the leader may have, multiply the leader's level by 5. The result is the percentage chance for that leader to have a magic item from any one of the magic subtables. Roll separately for each subtable, and check all the magic subtables. As long as their leader is alive, elven morale is 10 rather than 8.

Ferret, Giant

Armor Class:	5
Hit Dice:	1+1
Move:	150′ (50′)
Attacks:	1 bite
Damage:	1-8
No. Appearing:	1-8 (1-12)
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP value:	15

Giant ferrets look like 3′ long weasels. They hunt giant rats underground, and are sometimes trained for this purpose. Unfortunately, their tempers are highly unpredictable, and they have been known to attack their trainers and other humans.

Gargoyle*

Armor Class:	5
Hit Dice:	4**
Move:	90′ (30′)
Flying:	150′ (50′)
Attacks:	2 claws/1 bite/1 horn
Damage:	1-3/1-3/1-6/1-4
No. Appearing:	1-6 (2-8)
Save As:	Fighter: 8
Morale:	11
Treasure Type:	C
Alignment:	Chaotic
XP value:	125

Gargoyles are magical monsters, and can only be hit with magic or magical weapons. As pictured in medieval architecture, they are horned, clawed, fanged, winged, hideous-looking beasts. Their skin often looks exactly like stone and they are often mistaken to be statues. Gargoyles are very cunning and at least semi-intelligent. They will attack nearly anything that approaches them. Gargoyles are not affected by **Sleep** or **Charm** spells. The DM should not use gargoyles unless the player characters have at least one magical weapon.

Gelatinous Cube

Armor Class:	8
Hit Dice:	4*
Move:	60′ (20′)
Attacks:	1
Damage:	2-8 + special
No. Appearing:	1 (1-4)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	(V)
Alignment:	Neutral
XP value:	125

This monster is made of a clear jelly, usually in the form of a 10′ x 10′ x 10′ cube (though other shapes are possible). It is hard to see, and it surprises often (1-4 on 1d6). A gelatinous cube moves through the rooms and corridors of a dungeon, sweeping the halls clean of all living and dead material. In the process, it may pick up items it cannot dissolve (such as weapons, coins, and gems). It will attack any living creature it encounters. Any successful hit will paralyze the victim unless a Saving Throw vs. Paralysis is made. An attack on a paralyzed victim will automatically hit (only a damage roll is needed). This paralysis is the normal type (lasting 2-8 turns unless magically cured). A gelatinous cube may be harmed by fire and weapons, but not by cold or lightning. The lair of these strange monsters may contain 1-4 cubes, each with Treasure Type V but usually with no additional treasure.

Ghoul

Armor Class:	6
Hit Dice:	2*
Move:	90′ (30′)
Attacks:	2 claws/1 bite
Damage:	1-3/1-3/1-3 + special
No. Appearing:	1-6 (2-16)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
Alignment:	Chaotic
XP value:	25

Ghouls are *undead* creatures, immune to **Sleep** and **Charm** spells. They are hideous, beast-like humans who will attack any living thing. Any hit from a ghoul will paralyze any creature of ogre-size or smaller (except elves) unless the victim makes a Saving Throw vs. Paralysis. Once an opponent is paralyzed, the ghoul will turn and attack another opponent, continuing until either the ghoul or all the opponents are paralyzed or dead. This paralysis is the normal type (lasting 2-8 turns unless magically cured).

Gnoll

Armor Class:	5
Hit Dice:	2
Move:	90′ (30′)
Attacks:	1 weapon
Damage:	By weapon +1
No. Appearing:	1-6 (3-18)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	(P) D
Alignment:	Chaotic
XP value:	20

Gnolls are beings of low intelligence that appear to be human-like hyenas. They may use all weapons. They are strong, but dislike work and prefer to bully and steal. For every 20 gnolls encountered, one will be a leader with 16 hit points who attacks as a 3 hit dice monster. Gnolls are rumored to be the result of a magical combination of a gnome and a troll by an evil magic-user.

Gnome

Armor Class:	5
Hit Dice:	1
Move:	60′ (20′)
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-8 (5-40)
Save As:	Dwarf: 1
Morale:	8 or 10 (see below)
Treasure Type:	(P) C
Alignment:	Lawful or Neutral
XP value:	10

Gnomes are a human-like race related to (but smaller than) dwarves, with long noses and full beards. Gnomes have well-developed infravision, with a 90′ range. They usually live in burrows in the lowlands. Gnomes are excellent metalsmiths and miners. They love gold and gems and have been known to make bad decisions just to obtain them. They love machinery of all kinds and prefer crossbows and war hammers as weapons. Gnomes like most dwarves, but war with goblins and kobolds who steal their precious gold. They usually attack kobolds on sight.

For every 20 gnomes, one will be a leader with 11 hit points who fights as a 2 Hit Dice monster. In the gnome lair lives a clan chieftain and his 1-6 bodyguards. The clan chieftain has 18 hit points, attacks as a 4 Hit Dice monster, and gains a bonus of +1 on damage rolls. The bodyguards have 10-13 hit points and attack as 3 Hit Dice monsters. As long as the clan chieftain or leader is alive, all gnomes within sight of him have a morale of 10 rather than 8.

Goblin

Armor Class: 6
Hit Dice: 1-1
Move: 90′ (30′)
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 2-8 (6-60)
Save As: Normal Man
Morale: 7 or 9 (see below)
Treasure Type: (R) C
Alignment: Chaotic
XP value: 5

Goblins are a human-like race, small and very ugly. Their skin is a pale earthy color, such as chalky tan or livid gray. Their eyes are red, and glow when there is little light. Goblins live underground and have well-developed infravision, with a 90′ range. In full daylight they fight with a penalty of −1 on their Hit Rolls. Goblins hate dwarves and will attack them on sight. There is a 20% chance that when goblins are encountered outdoors, 1 of every 4 will be riding a dire wolf. In the goblin lair lives a goblin king with 15 hit points who fights as a 3 Hit Dice monster and gains a +1 bonus to damage rolls. The goblin king has a bodyguard of 2-12 goblins who fight as 2 Hit Dice monsters and have 2-12 hit points each. The king and his bodyguard may fight in full daylight without a penalty. The goblin morale is 9 rather than 7 as long as their king is with them and still alive.

Gray Ooze

Armor Class: 8
Hit Dice: 3*
Move: 10′ (3′)
Attacks: 1
Damage: 2-16
No. Appearing: 1-4 (1-2)
Save As: Fighter: 2
Morale: 12
Treasure Type: Nil
Alignment: Neutral
XP value: 50

This seeping horror looks like wet stone and is difficult to see. It secretes an acid which does 2-16 points of damage if it touches bare skin. This acid will dissolve and destroy normal armor or weapons in only 1 round, and magic items in one turn. After the first hit, the ooze sticks to its victim, automatically destroying any normal armor and continuing to inflict 2-16 points of damage each round. Gray ooze cannot be harmed by cold or fire, but can be harmed by weapons and lightning. A lair may contain 1-3 oozes, possibly with a special treasure made of stone (DM's choice).

Green Slime

Armor Class: Can always be hit
Hit Dice: 2**
Move: 3′ (1′)
Attacks: 1
Damage: See below
No. Appearing: 1 (0)
Save As: Fighter: 1
Morale: 7
Treasure Type: (P + S) B
Alignment: Lawful
XP value: 5

Green slime cannot be harmed by any attacks except fire or cold. It dissolves cloth or leather instantly, wood and metal in 6 rounds, but cannot dissolve stone. Green slime often clings to walls and ceilings and drops down by surprise. Once in contact with flesh, it sticks and turns the flesh into green slime. It cannot be scraped off, but may be burnt off (or treated with a **Cure Disease** spell in the D&D EXPERT rules). When green slime drops on a victim (or is stepped on), the victim can usually burn it while it is dissolving armor and clothing. If it is not burned off, the victim will turn completely into green slime 1-4 rounds after the first 6-round (one minute) period. Burning does ½ damage to the green slime and ½ damage to the victim.

Halfling

Armor Class: 7
Hit Dice: 1-1
Move: 90′ (30′)
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 3-18 (5-40)
Save As: Halfling: 1
Morale: 7
Treasure Type: (P + S) B
Alignment: Lawful
XP value: 5

Halflings can also be NPCs. They live in small villages of 30-300 inhabitants. Each village has a leader (Level 2-7) and a village guard of 5-20 militia (each with 2 Hit Dice). Treasure type B is only present if the halflings are encountered in the wilderness.

Harpy

Armor Class: 7
Hit Dice: 3*
Move: 60′ (20′)
Flying: 150′ (50′)
Attacks: 2 claws/1 weapon + special
Damage: 1-4/1-4/1-6
No. Appearing: 1-6 (2-8)
Save As: Fighter: 6
Morale: 7
Treasure Type: C
Alignment: Chaotic
XP value: 50

A harpy has the lower body of a giant eagle and the upper body and head of a hideous-looking woman. By their singing, harpies lure creatures to them to be killed and devoured. Any creature hearing the harpies' songs must make a Saving Throw vs. Spells or be **Charmed** (see page 23). If a victim makes a Saving Throw against the songs of a group of harpies, the victim will not be affected by any of their songs during the encounter.

Hobgoblin

Armor Class: 6
Hit Dice: 1+1
Move: 90′ (30′)
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 1-6 (4-24)
Save As: Fighter: 1
Morale: 8 or 10 (see below)
Treasure Type: (Q) D
Alignment: Chaotic
XP value: 15

Hobgoblins are relatives of goblins, but are bigger and meaner. They live underground but often hunt outdoors (having no penalties in daylight). A hobgoblin king and 1-4 bodyguards live in the hobgoblin lair. The king has 22 hit points and fights as a 5 Hit Dice monster, gaining a bonus of +2 on damage rolls. The bodyguards all fight as 4 Hit Dice monsters and have 3-18 hit points each. As long as their king is alive and with them, hobgoblin morale is 10 rather than 8.

Human

Humans may be encountered nearly anywhere. This description deals with occasional random encounters with 1-3 humans. Other groups of humans are explained in other entries (**Bandit, Berserker, Normal Man,** and **NPC Party**).

Human encounters can provide many opportunities for role playing by both the DM and the players. They also create a more realistic mood for the adventure. In addition, they can be used to provide goals for the player characters, and can lead to entire adventures. In some cases, the reasons for the encounter may cause some changes in nearby rooms of the dungeon. For example, if the NPCs are Bait, the DM may wish to place a harpy in a nearby empty room, or to change a given monster to a harpy. Treasure should also be changed as necessary.

An encounter with humans will require some work by the DM, but can be quite entertaining. The NPC humans do **not** need to be as detailed as player characters. The DM may create each human NPC character in full detail, or may use the following procedure to find the necessary details.

This same type of encounter may be applied to demi-humans if desired; if so, omit step #2.

TYPE OF HUMAN

1. Find Number Appearing
2. Determine Class of each (roll 1d6):
   - 1 Cleric
   - 2-4 Fighter
   - 5 Magic-User
   - 6 Thief
3. Determine Alignment of each (choose or roll 1d6):
   - 1-3 Lawful
   - 4-5 Neutral
   - 6 Chaotic
4. Find the reason for the NPCs' appearance. Eight possible reasons are explained below; select one or roll 1d8.
5. Select the equipment carried by the NPCs. Magic items may be added if desired. If so, the items should be used by the NPCs wherever needed. Remember that the NPCs' equipment may become party treasure if they are slain, and powerful items should not be given out carelessly.
6. Add other details as necessary, either by selecting or rolling randomly for Armor Class, hit points, spells, and so forth.

Possible Reasons for Appearing:

1 Alone (and scared)
2 Bait
3 Escaping
4 Looking for a friend
5 Looking for an item
6 Not what they seem
7 Running away
8 Sole Survivors

Explanations of Reasons for Appearing:

1 The NPCs had set out by themselves for an adventure, but discovered that the dungeon is more dangerous than they expected. They wish to join the PC party for safety.

2 The NPCs are bait, either **Charmed** or controlled by a nearby monster. The NPCs will attempt to lead the party to the monster's location without creating suspicion. The monster may appear while the NPCs distract the party.

3 The NPCs were prisoners of a nearby monster, but have escaped. They have little or no equipment. The monster might appear soon if aware of their escape.

4 The NPCs are looking for a friend, either rumored or known to have disappeared in the dungeon. The friend might be a prisoner of a nearby monster.

5 The NPCs are looking for a special item either rumored or known to be in the dungeon.

6 The NPCs are not mere humans. They may be lycanthropes, doppleganger, or gold dragons. The DM should determine the monster type and run the monsters normally.

7 The NPCs are running away from an encounter with a nearby monster. The monster may be chasing them.

8 The NPCs are the only survivors of a recent battle with monsters. The remains of the rest of their party may be found in a nearby monster lair.

Insect: see **Bee, Beetle, Centipede, Locust,** or **Robber Fly.**

Kobold

Armor Class:	7
Hit Dice:	1/2 (1-4 hp)
Move:	90′ (30′)
Attacks:	1 weapon
Damage:	By weapon −1
No. Appearing:	4-16 (6-60)
Save As:	Normal Man
Morale:	6 or 8
Treasure Type:	(P) J
Alignment:	Chaotic
XP value:	5

These small, evil dog-like men usually live underground. They have scaly, rust-brown skin and no hair. They have well developed infravision with a 90′ range. They prefer to attack by ambush. A kobold chieftain and 1-6 bodyguards live in the kobold lair. The chieftain has 9 hit points and fights as a 2 Hit Dice monster. The bodyguards each have 6 hit points and fight as 1+1 Hit Dice monsters. As long as the chieftain is alive, all kobolds with him have a morale of 8 rather than 6. Kobolds hate gnomes and will attack them on sight.

Living Statue

	Crystal	*Iron*	*Rock*
Armor Class:	4	2	4
Hit Dice:	3	4*	5*
Move:	90′ (30′)	30′ (10′)	60′ (20′)
Attacks:	2	2	2
Damage:	1-6/1-6	1-8/1-8 + special	2-12/2-12
No. Appearing:	1-6 (1-6)	1-4 (1-4)	1-3 (1-3)
Save As:	Fighter: 3	Fighter: 4	Fighter: 5
Morale:	11	11	11
Treasure Type:	Nil	Nil	Nil
Alignment:	Lawful	Neutral	Chaotic
XP value:	35	125	300

A living statue is an enchanted animated creature made by a powerful wizard. It appears to be a perfectly normal statue — until it moves! A living statue may be any size or material. Living crystal, iron, and rock statues are given as examples, and the DM may create others. Living statues are not affected by **Sleep** spells.

Crystal: A living crystal statue is a life form made of crystals instead of flesh. It can look like a statue of anything, but often appears human.

Iron: A living iron statue has a body which can absorb iron and steel. It takes normal damage when hit, but if a non-magical metal weapon is used, the attacker must make a Saving Throw vs. Spells or the weapon will become stuck in the body of the living iron statue, and may only be removed if the statue is killed.

Rock: A living rock statue has an outer crust of stone but is filled with hot magma (fiery lava). When the creature attacks, it squirts the magma from its fingertips for 2-12 points of damage per hit.

Lizard, Giant

	Gecko	*Draco*	*Horned Chameleon*	*Tuatara*
Armor Class:	5	5	2	4
Hit Dice:	3+1	4+2	5*	6
Move:	120′ (40′)	120′ (40′)	120′ (40′)	90′ (30′)
Glide:		150′ (50′)		
Attacks:	1 bite	1 bite	1 bite/1 horn	2 claws/1 bite
Damage:	1-8	1-10	2-8/1-6	1-4/1-4/2-12
No. Appearing:	1-6 (1-10)	1-4 (1-8)	1-3 (1-6)	1-2 (1-4)
Save As:	Fighter: 2	Fighter: 3	Fighter: 3	Fighter: 3
Morale:	7	7	7	6
Treasure Type:	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral
XP value:	50	125	300	275

Gecko: A gecko is a 5′ long lizard colored pale blue with orange-brown spots. Geckos are nocturnal carnivores. They hunt by climbing walls or trees with their specially adapted feet, then dropping on their prey to attack.

Draco: A draco is a 6′ long lizard with wide flaps of skin between its legs. It spreads these flaps to glide through the air, like a flying squirrel. Dracos are generally found above ground, though they sometimes creep into caves to escape very cold or hot weather. They are carnivores and have been known to attack adventurers.

Horned Chameleon: A horned chameleon is a 7′ long lizard which can change color to blend into its surroundings. It surprises on a roll of 1-5 (on 1d6). A horned chameleon can shoot out its sticky tongue up to 5′ long. A successful hit means that the victim is pulled to the horned chameleon's mouth and bitten for 2-8 points of damage. The creature can also attack with its horn (for 1-6 points of damage) and may use its tail to knock other attackers down (make *another* Hit Roll, not doing any damage but preventing the target struck from attacking that round).

Tuatara: A tuatara is an 8′ long carnivore which looks like a cross between an iguana and a toad. It has pebble-colored olive skin with white spikes along its back. A tuatara has a membrane over its eyes which, when lowered, is sensitive to changes in temperature, allowing it to "see" in darkness (90′ infravision).

Lizard Man

Armor Class:	5
Hit Dice:	2+1
Move:	60′ (20′)
Swimming:	120′ (40′)
Attacks:	1 weapon
Damage:	By weapon +1
No. Appearing:	2-8 (6-36)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	D
Alignment:	Neutral
XP value:	25

These water-dwelling creatures look like men with lizard heads and tails. They live in tribes. They will try to capture humans and demi-humans and take the victims back to the tribal lair as the main course of a feast. Lizard men are semi-intelligent and use spears and large clubs (treat the clubs as maces), gaining a bonus of +1 on damage rolls due to their great strength. Lizard men are often found in swamps, rivers, and along seacoasts as well as in dungeons.

Locust, Giant

Armor Class:	4
Hit Dice:	2**
Move:	60′ (20′)
Flying:	180′ (60′)
Attacks:	1 bite or 1 bump or 1 spit
Damage:	1-2 or 1-4 or see below
No. Appearing:	2-20 (0)
Save As:	Fighter: 2
Morale:	5
Treasure Type:	Nil
Alignment:	Neutral
XP value:	30

Giant locusts are 2′-3′ long and live underground. They may be mistaken for statues (or might not be noticed at all) until approached, because of their stone-gray color. They are herbivores, and also eat fungus such as yellow mold and shriekers. They cannot be harmed by yellow mold or most poisons. Instead of fighting, they usually flee by jumping away (up to 60′). Unfortunately they often become confused, and may accidentally jump into a party (50% chance per jump). If so, a victim is determined randomly and a Hit Roll is made. If the giant locust hits a character, the victim is battered for 1-4 points of damage. The locust then flies away.

When frightened or attacked, giant locusts make a loud shrieking noise to warn their fellows. This shriek has a 20% chance per round of attracting Wandering Monsters. If cornered, a giant locust will spit a brown gooey substance up to 10′. The target is treated as AC 9. A victim hit by giant locust spittle must make a Saving Throw vs. Poison or be unable to do anything for 1 turn, due to the awful smell. After this time the victim will be used to the smell, but any character approaching within 5′ must also make a Saving Throw or suffer the same effects. This aroma will last until the spittle is washed off.

Lycanthrope

	Wererat	*Werewolf*	*Wereboar*
Armor Class:	7, (9) †	5, (9) †	4, (9) †
Hit Dice:	3*	4*	4+1*
Move:	120′ (40′)	180′ (60′)	150′ (50′)
Attacks:	1 bite or weapon	1 bite	1 tusk-bite
Damage:	1-4 or by weapon	2-8	2-12
No. Appearing:	1-8 (2-16)	1-6 (2-12)	1-4 (2-8)
Save As:	Fighter: 3	Fighter: 4	Fighter: 4
Morale:	8	8	9
Treasure Type:	C	C	C
Alignment:	Chaotic	Chaotic	Neutral
XP value:	50	125	200

	Weretiger	*Werebear*
Armor Class:	3, (9) †	2, (8) †
Hit Dice:	5*	6*
Move:	150′ (50′)	120′ (40′)
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-6/1-6/2-12	2-8/2-8/2-16
No. Appearing:	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 5	Fighter: 6
Morale:	9	10
Treasure Type:	C	C
Alignment:	Neutral	Neutral
XP value:	300	500

† Armor Class when in human form.

Lycanthropes are humans who can change into beasts (or in the case of wererats, beasts who can change into humans). They do not wear armor, since it would interfere with their shapechanging. Any lycanthrope can summon 1-2 animals of its weretype; werebears may summon bears, werewolves may summon wolves, and so forth. Summoned animals will arrive in 1-4 rounds. If a lycanthrope is hit by wolfsbane, it must make a Saving Throw vs. Poison or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures. A lycanthrope returns to its "normal" form when killed. Some animals (such as horses) do not like the smell of lycanthropes and will react with fear.

Animal Form: In animal form, a lycanthrope may only be harmed by magic weapons, silvered weapons, or magic spells. The lycanthrope cannot speak normal languages, though it can speak with normal animals of its weretype.

Human Form: In human form, a lycanthrope often looks somewhat like its wereform. Wererats have longer noses, werebears are hairy, and so forth. In this form, they may be attacked *normally*, and may speak any known languages.

Lycanthropy: Lycanthropy is a disease. Any human character who is severely hurt by a werecreature, and loses more than half of his or her hit points when in battle with it, will become a lycanthrope of the same type in 2-24 days. The victim will begin to show signs of the disease after half that time. The disease will kill demi-humans instead of turning them into werecreatures. It may only be cured by a high level cleric (11th level or greater, as explained in the D&D EXPERT rules), who will do so for a suitable price or service. Any character who becomes a full werecreature will become an NPC, to be run by the DM only.

Wererats: Wererats are different from most lycanthropes. They are intelligent, can speak Common in either form, and may use any weapon. A wererat usually prefers to use a man-sized rat form, but may become a full-sized human. Wererats are sneaky and often set ambushes, surprising on a roll of 1-4 (on 1d6). They summon giant rats to help them in battle. Only a wererat's bite causes lycanthropy.

Werewolves: These creatures are semi-intelligent and usually hunt in packs. Any group of 5 or more will have a leader with 30 hit points, who attacks as a 5 Hit Dice monster, adding +2 to damage rolls. Werewolves summon normal wolves to form large packs with them.

Wereboars: Wereboars are semi-intelligent and bad-tempered. In human form they often seem to be berserkers, and may act the same way in battle (gaining +2 on Hit rolls and fighting to the death). Wereboars summon normal boars to help them in battle.

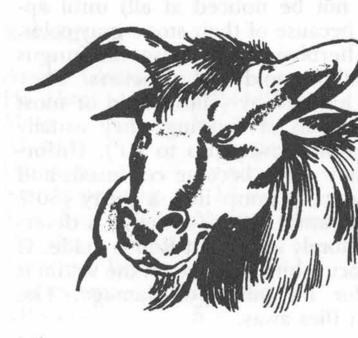
Weretigers: These relatives of the Great Cats often act like them, being very curious but becoming dangerous when threatened. They are good swimmers and quiet trackers, surprising often (1-4 on 1d6). They may summon any type of Great Cat that is in the area (preferring tigers).

Werebears: Werebears are very intelligent, even in animal form. A werebear usually prefers to live alone or with bears. It might be friendly, however, if peacefully approached. In combat, werebears may hug for 2-16 points of damage (in addition to normal damage) if both paws hit the same target in one round. A werebear may summon any type of bear in the area.

Medusa

Armor Class:	8
Hit Dice:	4**
Move:	90′ (30′)
Attacks:	1 snakebite + special
Damage:	1-6 + poison
No. Appearing:	1-3 (1-4)
Save As:	Fighter: 4 (see below)
Morale:	8
Treasure Type:	(V) F
Alignment:	Chaotic
XP value:	175

A medusa looks like a human female with live snakes growing from her head instead of hair. The sight of a medusa will turn a creature to stone unless the victim makes a Saving Throw vs. Turn to Stone or she will petrify herself! Anyone who tries to attack a medusa without looking at her must subtract 4 from the Hit Roll, and the snakes may attack with a +2 bonus to the Hit Roll. A medusa also gains +2 on all Saving Throws vs. Spells due to her magical nature. Medusae occasionally use weapons.



Minotaur

Armor Class:	6
Hit Dice:	6
Move:	120′ (40′)
Attacks:	1 gore/1 bite or 1 weapon
Damage:	1-6/1-6 or by weapon type +2
No. Appearing:	1-6 (1-8)
Save As:	Fighter: 6
Morale:	12
Treasure Type:	C
Alignment:	Chaotic
XP value:	275

A minotaur is a large man with the head of a bull. It is larger than human size, and eats humans. A minotaur will always attack anything its size or smaller and will pursue as long as its prey is in sight. Minotaurs are semi-intelligent and some use weapons, preferring a spear, club, or axe. When using weapons, minotaurs gain +2 to damage rolls due to their strength. If a minotaur uses a weapon, it may not gore or bite. Minotaurs usually live in tunnels or mazes.

Mule

Armor Class:	7
Hit Dice:	2
Move:	120′ (40′)
Attacks:	1 kick or 1 bite
Damage:	1-4 or 1-3
No. Appearing:	1-2 (2-12)
Save As:	Normal Man
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP value:	20

A mule is a crossbreed between a horse and a donkey. Mules are stubborn, and if bothered or excited they may either bite or kick. Mules may be taken into dungeons, if allowed by the DM. A mule can carry a normal load of 3000 coins (or 6000 coins at most, with its move reduced to 60′/turn). Mules cannot be trained to attack, but will fight in their own defense. If encountered alone in a dungeon, the mules may belong to an NPC party nearby.

Neanderthal (Caveman)

Armor Class:	8
Hit Dice:	2
Move:	120′ (40′)
Attacks:	1 weapon
Damage:	By weapon +1
No. Appearing:	1-10 (10-40)
Save As:	Fighter: 2
Morale:	7
Treasure Type:	C
Alignment:	Lawful
XP value:	20

Neanderthals (also known as Cavemen) have squat bodies with large bones and powerful muscles. Their faces have ape-like features, including large brows above the eyes. Neanderthals live in family groups in caves and caverns. They usually attack with thrown spears and use stone axes, clubs, or stone hammers in hand-to-hand combat.

Neanderthal leaders are almost a separate race, much larger than the average Neanderthal. These leaders have 6 hit dice and are 10′ tall. There will be 10-40 Neanderthals in the lair with 2 leaders, one male and one female. Neanderthals often hunt cave bears and keep white apes as pets. They are friendly toward dwarves and gnomes, but hate goblins and kobolds, and will attack ogres on sight. Neanderthals are shy and will avoid humans, but are not usually hostile unless they are attacked.

Normal Human

Armor Class:	9
Hit Dice:	1
Move:	120′ (40′)
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-4 (1-50)
Save As:	Normal Human
Morale:	6
Treasure Type:	(P) U
Alignment:	Any
XP value:	5

"Normal human" is the game term for a human who does not seek adventure. A normal human does not have a class. The hit points should be selected, according to the human's age, health, and profession. *For example,* a blacksmith could have 8 hp, but a young child or sickly beggar might have only 1 hp.

Most humans are "normal" humans, though people with certain professions (such as merchant, soldier, lord, scout, and so forth) help in some adventures. As soon as a human gets experience points through an adventure, that person must choose a character class. Some typical normal humans are peasants, children, housewives, workers, artists, villagers, townspeople, slaves, fishermen, and scholars.

NPC Party

Armor Class:	By NPC class
Hit Dice:	Variable
Move:	Variable
Attacks:	Weapons and spells
Damage:	1-6 or weapons and spell effects
No. Appearing:	5-8 (5-8)
Save As:	NPC class and level
Morale:	8
Treasure Type:	(U + V)
Alignment:	Any
XP value:	Variable

An NPC party is any group of non-player characters. Each NPC may be of any class, level, and Alignment. All rules for player characters apply to NPCs. An NPC party may be created in great detail before a game.

Most parties (whether NPCs or PCs) will not want to fight other parties, preferring easier monsters to challenge. The DM may wish to avoid the large, complicated battle which could occur between two parties. To avoid combat, the DM may use the following chart to determine the actions of the NPC party.

For ease of play, the DM may give the NPC party the same number of members as in the PC party, plus 1-4 fighters (to discourage PC ideas of attack). Similar classes and equipment may be assumed, if the NPCs are nearly the same level of experience as the player characters.

Reaction Roll (2d6)	Result
2-5	Depart in anger
6-8	Negotiate
9-12	Offer to buy or sell information*

*The NPCs may offer to buy information about the dungeon, for 10-500 gp, or to sell similar information (for the same price range). Typical information could be: monsters seen, traps found, stairs up or down, or other features. The DM should decide on the price offered by the NPCs, considering the value of the information sold.

Ochre Jelly

Armor Class:	8
Hit Dice:	5*
Move:	30′ (10′)
Attacks:	1
Damage:	2-12
No. Appearing:	1 (0)
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP value:	300

An ochre jelly is an ochre-colored giant amoeba which can only be harmed by fire or cold. It can seep through small cracks, and destroy wood, leather, and cloth in 1 round, but cannot eat through metal or stone. Attacks with weapons or lightning merely make 2-5 smaller (2 Hit Dice) ochre jellies. A normal ochre jelly does 2-12 points of damage per round to exposed flesh. The smaller ochre jellies inflict only half damage.

Ogre

Armor Class:	5
Hit Dice:	4+1
Move:	90′ (30′)
Attacks:	1 club
Damage:	By weapon +2
No. Appearing:	1-6 (2-12)
Save As:	Fighter: 4
Morale:	10
Treasure Type:	(S x 10) S x 100 + C
Alignment:	Chaotic
XP value:	125

Ogres are huge fearsome human-like creatures, usually 8 to 10 feet tall. They wear animal skins for clothes, and often live in caves. When encountered outside their lair, the group will be carrying 100-600 gp in large sacks. Ogres hate Neanderthals and will attack them on sight.

Orc

Armor Class:	6
Hit Dice:	1
Move:	120′ (40′)
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2-8 (10-60)
Save As:	Fighter: 1
Morale:	8 or 6 (see below)
Treasure Type:	(P) D
Alignment:	Chaotic
XP value:	10

An orc is an ugly human-like creature, and looks like a combination of animal and man. Orcs are nocturnal omnivores, and prefer to live underground. When fighting in daylight, they have a penalty of −1 on their Hit Rolls. Orcs have bad tempers and do not like other living things.

One member of each group of orcs is a leader with 8 hit points who gains a +1 bonus on damage rolls. If this leader is killed, the morale of the group becomes 6 instead of 8. Orcs are afraid of anything larger or stronger than they are, but may be forced to fight by their leaders.

Orcs are often used for armies by Chaotic leaders (both humans and monsters). They prefer swords, spears, axes, and clubs for weapons. They will not use mechanical weapons (such as catapults), and only their leaders understand how to operate such devices.

There are many different tribes of orcs. Each tribe has as many female orcs as males, and 2 children ("whelps") for each 2 adults. The leader of an orc tribe is a chieftain with 15 hit points, who attacks as a 4 Hit Dice monster and gains +2 on damage rolls. For every 20 orcs in a tribe, there may be an ogre with them (1 in 6 chance). (If the D&D EXPERT rules are used, there is a 1 in 10 chance of a troll living in the lair as well.)

Owl bear

Armor Class:	5
Hit Dice:	5
Move:	120′ (40′)
Attacks:	2 claws/1 bite
Damage:	1-8/1-8/1-8
No. Appearing:	1-4 (1-4)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	C
Alignment:	Neutral
XP value:	175

An owl bear is a huge bear-like creature with the head of a giant owl. It stands 8′ tall and weighs 15,000 cn. If both its paws hit one opponent in one round, the owl bear hugs for an additional 2-16 points of damage. Owl bears have nasty tempers and are usually hungry, preferring meat. They are commonly found underground and in dense forests.

Pixie

Armor Class:	3
Hit Dice:	1***
Move:	90′ (30′)
Flying:	180′ (60′)
Attacks:	1 dagger
Damage:	1-4
No. Appearing:	2-8 (10-40)
Save As:	Elf: 1
Morale:	7
Treasure Type:	R + S
Alignment:	Neutral
XP value:	19

Pixies are small human-like creatures with insect-like wings. They are distantly related to elves, but are only 1′-2′ tall. They are invisible unless they want to be seen (or unless magically detected). Unlike the effects of the invisibility spell, pixies can attack and remain invisible, and they always gain surprise when doing so. They may not be attacked in the first round of combat, but after that their attackers will see shadows and movement in the air and may attack the pixies with a −4 penalty on Hit Rolls. Their small insect-like wings can only support pixies for 3 turns, and they must rest one full turn after flying.

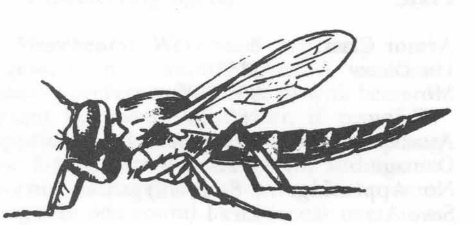
Rat

	Normal	*Giant*
Armor Class:		
Hit Dice:	9	7
Move:	1 hit point	1/2 (1-4 hit points)
Swimming:	60′ (20′)	120′ (40′)
Attacks:	30′ (10′)	60′ (20′)
Damage:	1 bite per pack	1 bite each
No. Appearing:	1-6 + disease	1-3 + disease
Save As:	5-50 (2-20)	3-18 (3-30)
Morale:	Normal Man	Normal Man
Treasure Type:	5	8
Alignment:	L	C
XP value:	Neutral	Neutral

Rats usually avoid humans and will not attack unless summoned (by a wererat, for example) or defending their lair. Rats are good swimmers and may attack while in water. They are afraid of fire, and will run from it unless forced to fight by a summoning creature. Rats will eat almost anything, and some rats carry diseases. Anyone bitten by a rat has a 1 in 20 chance of being infected. (This chance should be checked each time a rat successfully hits. If diseased, the XP award is 6.) The victim may still avoid the disease by making a Saving Throw vs. Poison. If failed, the victim may die in 1-6 days (1 in 4 chance) or may be sick in bed for 1 month, unable to adventure.

Normal Rats: Normal rats have gray or brown fur, and are from 6 inches to 2 feet long. They attack in "packs" of 5-10. If there are more than 10 rats they will attack several creatures as packs of 10 or less. A pack will only attack one creature at a time. Rats will climb all over the creature they are attacking, often knocking the victim down.

Giant Rats: These creatures are 3′ long or more, and have gray or black fur. They are often found in the dark corners of dungeon rooms and in areas with *undead* monsters.



Robber Fly

Armor Class:	6
Hit Dice:	2
Move:	90′ (30′)
Flying:	180′ (60′)
Attacks:	1 bite
Damage:	1-8
No. Appearing:	1-6 (2-12)
Save As:	Fighter: 1
Morale:	8
Treasure Type:	U
Alignment:	Neutral
XP value:	20

A robber fly is a 3′ long giant fly with black and yellow stripes. From a distance, robber flies look like killer bees. They are carnivores, and may attack adventurers. However, they prefer killer bees as food, and are immune to their poison. Robber flies are patient hunters. They often hide in shadows and wait to surprise prey (1-4 on 1d6). A robber fly can leap up to 30′ and attack with its bite.

Rust Monster

Armor Class:	2
Hit Dice:	5*
Move:	120′ (40′)
Attacks:	1
Damage:	See below
No. Appearing:	1-4 (1-4)
Save As:	Fighter: 3
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP value:	300

A rust monster has a body like a giant armadillo with a long tail, and 2 long front "feelers" (antennae). If a rust monster hits a character with its antenna, it will cause any non-magical metal armor or weapon hit to immediately crumble to rust. It may be hit by any type of weapon, and a successful Hit Roll indicates that the body is hit, for no ill effect to the weapon used. A rust monster is attracted by the smell of metal. It eats the rust created by its attacks. A magical armor or weapon struck usually loses one "plus" per hit, but has a 10% chance per "plus" of resisting the effect completely.

For example, a shield +1 has a 10% chance of surviving the attack. If 11 or greater is rolled on d%, the shield is reduced to a normal shield. If hit again, it crumbles into rust.

Shadow

Armor Class:	7
Hit Dice:	2+2*
Move:	90′ (30′)
Attacks:	1
Damage:	1-4 + special
No. Appearing:	1-8 (1-12)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	F
Alignment:	Chaotic
XP value:	35

Shadows are non-corporeal (ghostlike) intelligent creatures. They can only be harmed by magical weapons. They look like real shadows and can alter their shape slightly. Shadows are hard to see and usually gain surpirse (1-5 on 1d6). If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage. This weakness will last for 8 turns. Any creature whose Strength is reduced to zero becomes a shadow immediately. Shadows are not affected by **Sleep** or **Charm** spells, but they are not **Undead** and cannot be Turned by clerics. The DM should not use shadows unless the party has at least one magical weapon.

Shrew, Giant

Armor Class:	4
Hit Dice:	1*
Move:	180′ (60′)
Attacks:	2 bites
Damage:	1-6/1-6
No. Appearing:	1-8 (1-4)
Save As:	Fighter: 1
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
XP value:	13

Giant shrews look like brown-furred rats with long snouts. They can burrow, climb, or jump (up to 5′). The eyes of a giant shrew are so weak that the creature is not affected by light or the lack of it. A shrew uses radar-like squeaks to "see" its surroundings (as bats do), and can "see" things within 60′ as well as a creature with normal sight. Since it needs echoes to "see," a giant shrew dislikes open areas, and remains underground most of the time. A **Silence 15′ Radius** spell will "blind" a giant shrew. If it cannot hear, it will be confused, and then becomes AC 8, with a penalty of −4 on its Hit Rolls.

A giant shrew is very quick and will always take the initiative on its first attack. It also gains a +1 bonus on its initiative roll for the remaining rounds of combat. Its attack is so ferocious (attacking the head and shoulders of the defender) that any victim of 3 Hit Dice (3rd level) or less must make a Saving Throw vs. Death Ray or run away in fear.

Shrieker

Armor Class:	7
Hit Dice:	3
Move:	9′ (3′)
Attacks:	See below
Damage:	Nil
No. Appearing:	1-8 (0)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP value:	35

Shriekers look like giant mushrooms. They live in underground caverns and are able to move around slowly. They react to light (within 60′) and movement (within 30′) by emitting a piercing shriek which lasts for 1-3 rounds. For each round of shrieking, the DM should roll 1d6; any result of 4-6 indicates that a wandering monster has heard the noise, and will arrive in 2-12 rounds.

Skeleton

Armor Class:	7
Hit Dice:	1
Move:	60′ (20′)
Attacks:	1
Damage:	By weapon
No. Appearing:	3-12 (3-30)
Save As:	Fighter: 1
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP value:	10

Animated skeletons are **undead** creatures often found near graveyards, dungeons, and other deserted places. They are often used as guards by the high level magic-user or cleric who animated them. Since they are **undead,** they can be Turned by clerics, and are not affected by **Sleep** or **Charm** spells, nor any form of mind reading. Skeletons will always fight until "killed."

Snake

	Spitting Cobra	*Giant Racer*	*Pit Viper*
Armor Class:	7	5	6
Hit Dice:	1*	2	2*
Move:	90′ (30′)	120′ (40′)	90′ (30′)
Attacks:	1 bite or 1 spit	1 bite	1 bite
Damage:	1-3 + poison	1-6	1-4 + poison
No. Appearing:	1-6 (1-6)	1-6 (1-8)	1-8 (1-8)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP value:	13	20	25

	Sea Snake	*Giant Rattler*	*Rock Python*
Armor Class:	6	5	6
Hit Dice:	3*	4*	5*
Move:	90′ (30′)	120′ (40′)	90′ (30′)
Attacks:	1 bite	2 bites	1 bite/1 squeeze
Damage:	1 + poison	1-4 + poison	1-4/2-8
No. Appearing:	0 (1-8)	1-4 (1-4)	1-3 (1-3)
Save As:	Fighter: 2	Fighter: 2	Fighter: 3
Morale:	7	8	8
Treasure Type:	Nil	U	U
Alignment:	Neutral	Neutral	Neutral
XP value:	50	125	300

Snakes are found almost everywhere, avoiding only very hot and very cold places. Most snakes do not usually attack unless surprised or threatened. Some snakes have poisonous bites, and most are carnivores.

Spitting Cobra: A spitting cobra is a 3′ long grayish-white snake which spits a stream of venom at its victim's eyes, up to a distance of 6 feet away. If the spit hits, the victim must make a Saving Throw vs. Poison or be blinded. (This blindness can normally be removed only by a **Cure Blindness** spell from the D&D EXPERT rules, but the DM may allow other methods.) As with most small poisonous snakes, a spitting cobra will not attack human-sized or larger opponents unless startled or threatened. It can either spit or bite in one round, but not both; it will usually spit. The damage given (1-3 points) applies only to the bite; in this case, the victim must make a Saving Throw vs. Poison or die in 1-10 turns.

Giant Racer: This is an "average" type of giant snake about 4′ long. It has no special abilities, but is faster than most other types. It is not poisonous, but its bite can be dangerous in itself. Larger ones may be found, averaging 2′ long per Hit Die and inflicting 1-8, 1-10, or even 2-12 points of damage per bite.

Pit Viper: A pit viper is a 5′ long greenish-gray poisonous snake with small pits in its head. These pits act as heat sensors, with a range of 60′. The combination of pits and infravision makes it very hard to fight a pit viper; it is so quick that it always gains the initiative (no roll needed). Any victim bitten by a pit viper must make a Saving Throw vs. Poison or die.

Sea Snake: Sea snakes are snakes adapted for living in the sea. All are poisonous. They average 6′ long, but can be much larger if the DM desires (2′ long per Hit Die). A sea snake's bite is little more than a pinprick, and will go unnoticed 50% of the time. The victim must make a Saving Throw vs. Poison, and the poison is slow-acting; its full effects take 3-6 turns to be felt if the Saving Throw is failed. Unlike other snakes, sea snakes will attack humans for food.

Giant Rattlesnake: A giant rattlesnake is a 10′ long snake with brown and white scales set in a diamond pattern. On its tail is a dried, scaly rattle, which it often shakes to ward off intruders or attackers who are too large to eat. The victim of a giant rattlesnake bite must make a Saving Throw vs. Poison or die in 1-6 turns. This snake is very fast, and attacks twice per round, the second attack coming at the end of the round.

Rock Python: This 20′ long snake has brown and yellow scales set in a spiral pattern. Its first attack is a bite. If the bite is successful, it coils around the victim and constricts in the same round. This squeezing does 2-8 points of damage per round, and occurs automatically if the bite hits.

Spider, Giant

	Crab Spider	*Black Widow*	*Tarantella*
Armor Class:	7	6	5
Hit Dice:	2*	3*	4*
Move:	120′ (40′)	60′ (20′)	120′ (40′)
In Web:	No webs	120′ (40′)	No webs
Attacks:	1 bite	1 bite	1 bite
Damage:	1-8 + poison	2-12 + poison	1-8 + poison
No. Appearing:	1-4 (1-4)	1-3 (1-3)	1-3 (1-3)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	8	8
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral
XP value:	25	50	125

All spiders can be dangerous, and many are poisonous. All are carnivores, either trapping their prey in webs or jumping at victims by surprise. However, they are rarely intelligent, and will often flee from fire.

Crab Spider: This is a 5′ long spider with a chameleon-like ability to blend into its surroundings, surprising on a roll of 1-4 (on 1d6). It clings to walls or ceilings and drops onto its prey. After the first attack, it can be seen and attacked normally. Any victim of its bite must make a Saving Throw vs. Poison or die in 1-4 turns. However, the poison is weak, and the victim gains a +2 bonus to the Saving Throw roll.

Black Widow Spider: This vicious arachnid is 6′ long, and has a red "hourglass" mark on its belly. It usually stays close to its webbed lair. The webs should be treated as the magic-user's Web spell for the chances of breaking free, once entrapped. The webs may also be burned away. Any victim of the bite of a black widow spider must make a Saving Throw vs. Poison or die in 1 turn.

Tarantella: A tarantella is a huge hairy magical spider which looks like a 7′ long tarantula. Its bite does not kill; instead, it causes the victim (if a Saving Throw vs. Poison is failed) to have painful spasms which resemble a frantic dance. This dance has a magical effect on onlookers. Anyone watching the dance must make a Saving Throw vs. Spells or start to dance in the same way. Dancing victims have a penalty of −4 on their Hit Rolls, and attackers gain +4 on their Hit Rolls. The effects of the bite last for 2-12 turns. However, dancers will drop from exhaustion in 5 turns, and they will then be helpless against attacks. Those caught while watching will dance as long as the original victim. (In the D&D EXPERT rules, there are magical means to cure the poison, and a **Dispel Magic** spell will stop the dance.)

Sprite

Armor Class:	1/2* (1-4 hp)
Hit Dice:	60′ (20′)
Move:	180′ (60′)
Flying:	1 spell
Attacks:	See below
Damage:	3-18 (5-40)
No. Appearing:	Elf: 1
Save As:	7
Morale:	S
Treasure Type:	Neutral
Alignment:	6
XP value:	

Sprites are small winged people (about 1 foot tall) related to pixies and elves. Though shy, they are very curious and have a strange sense of humor. Five sprites acting together can cast one Curse spell. This will take the form of a magic practical joke, such as tripping or having one's nose grow. The exact effect of the curse is left to the DM's imagination. Sprites will never cause death on purpose even if they are attacked. (In the D&D EXPERT rules, the effects of the sprites' curse can be countered by a **Remove Curse** spell.)

Stirge

Armor Class:	7
Hit Dice:	1*
Move:	30′ (10′)
Flying:	180′ (60′)
Attacks:	1
Damage:	1-3
No. Appearing:	1-10 (3-36)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	L
Alignment:	Neutral
XP value:	13

A stirge is a birdlike creature with a long nose. It attacks by thrusting its beak into the victim's body, and feeds on blood. A successful hit (for 1-3 points of damage) means that it has attached itself to the victim, sucking for 1-3 points of damage per round until dead. A flying stirge gains a bonus of +2 on its first Hit Roll against any one opponent due to its speedy diving attack.

Thoul

Armor Class:	6
Hit Dice:	3**
Move:	120′ (40′)
Attacks:	2 claws or 1 weapon
Damage:	1-3/1-3 or by weapon
No. Appearing:	1-6 (1-10)
Save As:	Fighter: 3
Morale:	10
Treasure Type:	C
Alignment:	Chaotic
XP value:	65

A thoul is a magical combination of a ghoul, a hobgoblin, and a troll (a creature explained in the D&D EXPERT Set). Except when very close, thouls look exactly like hobgoblins, and are sometimes found as part of the bodyguard of a hobgoblin king. The touch of a thoul will paralyze (in the same way as that of a ghoul). If it is damaged, a thoul will regenerate 1 hit point per round as long as it is alive. After a thoul is hit, the DM should add 1 hit point to its total at the beginning of each round of combat.

Troglodyte

Armor Class:	5
Hit Dice:	2*
Move:	120′ (40′)
Attacks:	2 claws/1 bite
Damage:	1-4/1-4/1-4
No. Appearing:	1-8 (5-40)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	A
Alignment:	Chaotic
XP value:	30

A troglodyte is an intelligent human-like reptile with a short tail, long legs, and a spiny "comb" on its head and arms. Troglodytes walk upright and use their hands as well as humans. They hate most other creatures, and will try to kill anyone they meet. They have the chameleon-like ability to change colors, and use it to hide by rock walls, surprising often (1-4 on 1d6). A troglodyte secretes an oil which produces a stench, nauseating humans and demi-humans unless a Saving Throw vs. Poison is made. Nauseated characters have a −2 penalty on their Hit Rolls while in hand-to-hand combat with the troglodytes.

Undead (See **Ghoul, Skeleton, Wight,** or **Zombie:** The Undead are evil creatures created by dark magic. They are not affected by things that affect living creatures (such as poison) or spells which affect the mind (such as **Sleep** and **Charm** Person). They make no noise.

Were-creature (werebear, wereboar, wererat, weretiger, or werewolf): see Lycanthrope.

Wight

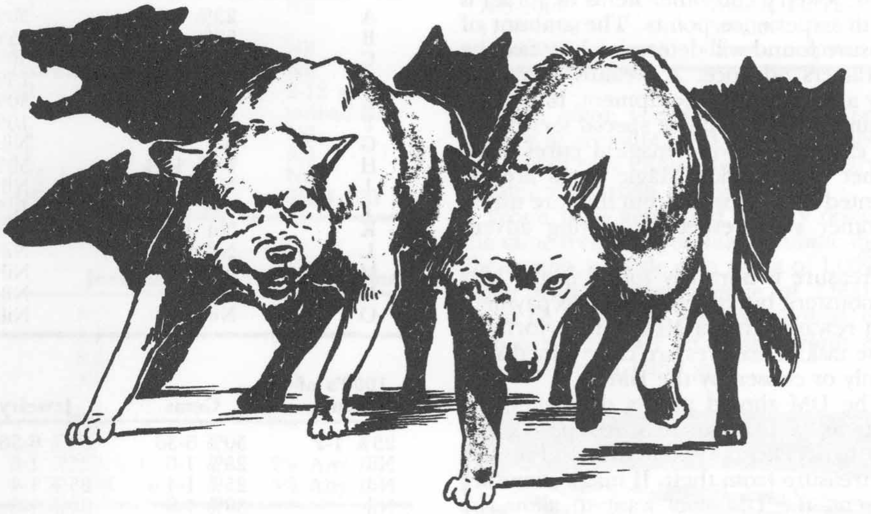
Armor Class:	5
Hit Dice:	3*
Move:	90′ (30′)
Attacks:	1
Damage:	Energy drain
No. Appearing:	1-6 (1-8)
Save As:	Fighter: 3
Morale:	12
Treasure Type:	B
Alignment:	Chaotic
XP value:	50

A wight is an undead spirit living in the body of a dead human or demi-human. It can only be hit by silvered or magical weapons. Wights are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or Hit Die. (Energy Drain is explained on page 24. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under control of their slayer.

Yellow Mold

Armor Class:	Can always be hit
Hit Dice:	2*
Move:	0
Attacks:	Spores
Damage:	1-6 + special
No. Appearing:	1-8 (1-4)
Save As:	Fighter: 2
Morale:	Not applicable
Treasure Type:	Nil
Alignment:	Neutral
XP value:	25

This deadly fungus covers an area of 10 square feet ("one" for No. Appearing), though many may be found together. Yellow mold can only be killed by fire: a torch will do 1-4 points of damage to it each round. It can eat through wood and leather but cannot harm metal or stone. It does not actually attack, but if it is touched, even by a torch, the touch may (50% chance per touch) cause the mold to squirt out a 10′ x 10′ x 10′ cloud of spores. Anyone caught within the cloud will take 1-6 points of damage and must make a Saving Throw vs. Death Ray or choke to death within 6 rounds.



Wolf

	Normal Wolf	*Dire Wolf*
Armor Class:	7	6
Hit Dice:	2+2	4+1
Move:	180′ (60′)	150′ (50′)
Attacks:	1 bite	1 bite
Damage:	1-6	2-8
No. Appearing:	2-12 (3-18)	1-4 (2-8)
Save As:	Fighter: 1	Fighter: 2
Morale:	8 or 6 (see below)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP value:	25	125

Wolves: Wolves are carnivores, and hunt in packs. Though they prefer the wilderness, they may occasionally be found in caves. Captured wolf cubs may be trained like dogs (if the DM permits), but with difficulty. If 3 or less wolves are encountered, or if a pack is reduced to less than 50% of its original numbers, their *morale* is 6 rather than 8.

Dire Wolves: Dire wolves are larger and more ferocious than normal wolves, and are semi-intelligent. They are fierce enemies and usually hunt in packs, found in caves, woods, or mountains, They are sometimes trained by goblins to be used as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolves.

Zombie

Armor Class:	8
Hit Dice:	2
Move:	90′ (30′)
Attacks:	1 claw or 1 weapon
Damage:	1-8 or by weapon
No. Appearing:	2-8 (4-24)
Save As:	Fighter: 1
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP value:	20

Zombies are mindless **undead** humans or *demi-humans* animated by some evil magic-user or cleric. They may be Turned by clerics but are not affected by **Sleep** or **Charm** spells. They can be harmed by normal weapons. Zombies are often placed to guard treasures, since they make no noise. They are slow fighters, and always lose initiative (no roll needed).

Treasure

The coins, gems, jewelry and magic items found by the characters during an adventure are all called treasure. Wealth (coins, gems, jewelry and other items of value) is worth experience points. The amount of treasure found will determine how fast the characters advance. A wealthy character may also buy better equipment, hire more retainers, and purchase special services — for example, buying magical cures from higher level clerics. Magic items are *not* counted for XP awards, but they are useful in other ways, especially during adventures.

Treasure is normally found in the lairs of monsters, but may be gained as payment or a reward from a NPC for performing some task. Treasures are determined randomly or chosen by the DM.

The DM should always determine the contents of a large treasure hoard *before* play, to decide how best to hide and protect the treasure from theft. If magic items are present, the DM may want to allow the monsters to use the items — such as a bugbear using a magical sword +1.

Random Treasures

To determine a monster's treasure at random, use the following step-by-step procedure:

HOW TO DETERMINE RANDOM TREASURE

1. Find the Treasure Type
2. Of the possible treasures given for the Treasure Type, roll d% to find which ones are actually present.
3. Determine the amount of each treasure present.
4. If magic is present, roll for the exact items, using the Magic Subtables.

1. Find the **Treasure Type** in the monster description. Find the same *letter* on the Treasure Types Tables. The line after that letter will be used to find the actual treasure. Read across the Treasure Type line to find the possible types of treasure present. Each type will give a percentage, followed by a range of numbers.*
2. Using Percentage dice, if you roll a number equal to or less than the percentage given, that type of treasure is present. As you roll each percentage, make a note (on scrap paper) of each type of treasure actually present.
3. Roll the dice range to find the amount of each type of treasure present (those found in step 2).

GROUP TREASURE TYPES TABLE

Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold	1000's of Platinum	Gems	Jewelry	Magic Items
A	25% 1-6	30% 1-6	20% 1-4	35% 2-12	25% 1-2	50% 6-36	50% 6-36	30% Any 3
B	50% 1-8	25% 1-6	25% 1-4	25% 1-3	Nil	25% 1-6	25% 1-6	10% 1 sword, armor, or weapon
C	20% 1-12	30% 1-4	10% 1-4	Nil	Nil	25% 1-4	25% 1-4	10% Any 2
D	10% 1-8	15% 1-12	Nil	60% 1-6	Nil	30% 1-8	30% 1-8	15% Any 2 + 1 potion
E	5% 1-10	30% 1-12	25% 1-4	25% 1-8	Nil	10% 1-10	10% 1-10	25% Any 3 + 1 scroll
F	Nil	10% 2-20	20% 1-8	45% 1-12	30% 1-3	20% 2-24	10% 1-12	30% Any 3 except weapons, + 1 potion + 1 scroll
G	Nil	Nil	Nil	50% 10-40	50% 1-6	25% 3-18	25% 1-10	35% Any 4 + 1 scroll
H	25% 3-24	50% 1-100	50% 10-40	50% 10-60	25% 5-20	50% 1-100	50% 10-40	15% Any 4 + 1 potion + 1 scroll
I	Nil	Nil	Nil	Nil	30% 1-8	50% 2-12	50% 2-12	15% Any 1
J	25% 1-4	10% 1-3	Nil	Nil	Nil	Nil	Nil	Nil
K	Nil	30% 1-6	10% 1-2	Nil	Nil	Nil	Nil	Nil
L	Nil	Nil	Nil	Nil	Nil	50% 1-4	Nil	Nil
						Nil	Nil	
M	Nil	Nil	Nil	40% 2-8	50% 5-30	55% 5-20	45% 2-12	Nil
N	Nil	Nil	Nil	Nil	Nil	Nil	Nil	40% 2-8 potions
O	Nil	Nil	Nil	Nil	Nil	Nil	Nil	50% 1-4 scrolls

4. If any magic items are present, the Magic Item Subtables are used to find the actual types.

Special Dice Note: The amount of treasure is listed as a range. Whenever the range starts with "1" (1-4, 1-6), the last number indicates the type of die rolled. *For example,* 1-4 means 1d4; 1-100 means d%.

When the first number is larger than one, it indicates the *number* of dice; the type of dice must be found, usually by dividing the second number by the first. *For example,* 3-24 means 3d8; 2-24 means 2d12; 5-30 means 5d6.

If both numbers are multiples of 10, the DM *may* roll one die and multiply the result by 10. *For example,* 10-40 may be determined by 1d4, multiplied by 10; 10-60 may be determined by 1d6x10.

Placed Treasures

You may choose treasures instead of rolling for them randomly. You may also choose a result if rolls give too much or too little treasure. These choices should be made carefully, since most of the experience the characters will get will be from treasure (usually ¾ or more).

After running a few games, it may be easier for you to first decide how many XP to give out (considering the size and levels of experience in the party), and place the treasures to give the desired result. However, be sure to make the monsters tough enough to force the characters to earn their treasure!

Adjusting Treasure

When the **"No. Appearing"** of a type of monster is 1-4, no adjustment is necessary; even a single monster will have the treasure indicated. However, many human-like monsters are found in large numbers in their outdoor lairs. When the Treasure Type given is a letter from A to 0, that should only be the treasure found in a full lair (the Wilderness No. Appearing — the number in parentheses in the monster description). Beginning characters should not encounter full lairs of these creatures. Encounters with less than a full lair should yield *less* treasure.

INDIVIDUAL TREASURE TYPE TABLE

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum
P	3-24 per individual	Nil	Nil
Q	Nil	3-18 per individual	Nil Nil
R	Nil	Nil	2-12 per individual
S	Nil	Nil	Nil
T	Nil	Nil	Nil
U	10% 1-100	10% 1-100	Nil
V	Nil	10% 1-100	5% 1-100

Pieces of Gold	Pieces of Platinum	Gems	Jewelry	Magic Items
Nil	Nil	Nil	Nil	Nil
Nil	Nil	Nil	Nil	Nil
Nil	Nil	Nil	Nil	Nil
2-8 per individual	Nil	Nil	Nil	Nil
Nil	1-6 per individual	Nil	Nil	Nil
5% 1-100	Nil	Nil	5% 1-4	2% Any 1
10% 1-100	5% 1-100	Nil	10% 1-4	5% Any 1

Other Treasure Types

You may create Treasure Types other than those listed. Some other valuable items could be rugs, wall hangings, rare wines, silverware and other kitchen items, or even animal skins. You should give each item a value in gold pieces (and an encumbrance, if that optional rule is used).

Average Treasure Values

The average values of each Treasure Type (in gp) are given below. These averages do *not* include the possible magic in the treasures. After rolling for treasures, you may refer to this list to see whether the treasure is larger or smaller than average. You may then adjust the treasure, if you wish.

AVERAGE TREASURE VALUE (gp)

A	17,000	E	2,500	I	7,500
B	2,000	F	7,600	J	25
C	750	G	25,000	K	250
D	4,000	H	60,000	L	225
				M	50,000

Coins

All coins are about equal in size and weight. Each coin weighs about ¹⁄₁₀ pound. Electrum is a mixture of silver and gold. The rate of exchange between coins is as follows:

MONEY CONVERSION CHART

100 cp = 1 gp
2 ep = 1 gp
10 sp = 1 gp
1 pp = 5 gp

500 cp = 50 sp = 10 ep = 5 gp = 1 pp

Gems

To find the value of a gem, roll Percentage dice and refer to the Gem Value Table:

GEM VALUE TABLE

% Roll	Value	Example
01-20	10 gp	quartz, turquoise
21-45	50 gp	citrine, onyx
46-75	100 gp	amber, garnet
76-95	500 gp	pearl, topaz
96-00	1000 gp	opal, ruby

Examples are given for each value of gem. You may wish to reveal a gem type rather than giving its exact value, for more realism in the adventure. If you do so, the players should be able to discover the exact value later — at the town jeweler's shop, for example (probably for a small fee, which is usually 1-5% of the value, or less).

Optional: After finding the total value of all the gems in a treasure, you may combine or split them into different numbers of gems at any values. *For example,* 5 gems worth 100 gp *each* might be placed as 1 pearl, or 50 onyx gems, or 4 garnets and 10 pieces of turquoise.

Jewelry

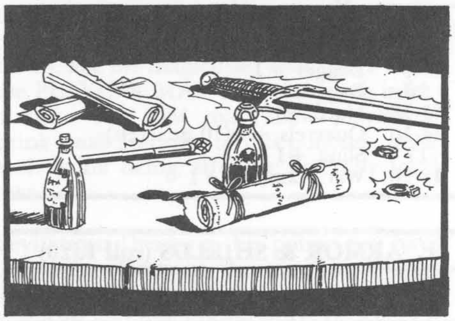
To find the value of a piece of jewelry, roll 3d6 and multiply the total by 100 (for a total of 300-1800 gp). Jewelry can be damaged by such things as very hot fire, lightning bolts, crushing, and other rough treatment. Damaged jewelry is only worth ½ normal value.

JEWELRY VALUE TABLE (gp)

Value	Examples
300-600	Bracelet, Pin
700-1000	Brooch, Earring
1100-1400	Pendant, Necklace
1500-1800	Crown, Sceptre

As with gems, you may use any type of jewelry as treasure, and various combinations. You may choose to allow jewelry of greater value than that given.

When both gems and jewelry occur in the same treasure, you may combine them. *For example,* a single gem result of 1,000 gp along with a jewelry value of 1,500 gp could be placed as "two gold crowns, each with a large pearl set in the front; each crown is worth 1,250 gp."



Magic Item Subtables

If a magic item is present in a treasure, you should find the exact item, using the following three-step process:

1. Roll Percentage dice to find which Subtable to use, as given on the Magic Item Type Table.
2. Find the Subtable indicated and roll 1d20 to find the exact item.
3. Read the explanation of the item, given on the following pages.

1. Roll Percentage:

MAGIC ITEM TYPE

Die Roll	Magic Subtable to use
01-20	a. Swords
21-30	b. Other Weapons
31-40	c. Armor and Shields
41-65	d. Potions
66-85	e. Scrolls
86-90	f. Rings
91-95	g. Wands, Staves, and Rods
96-00	h. Miscellaneous Magic

Using Magic Items

Any magic item must be properly used to have any effect. A magic shield will have no effect unless it is carried normally; a ring must be worn on a finger to get the magical effect.

Some Permanent items are simply for protection. No concentration is required to use these items. Magic weapons also function automatically.

All Temporary items are either consumed (by drinking or eating) or used by concentrating. If not consumed, the item must be held while the user concentrates. While using the item, the user may not move, cast a spell, or take any other action during that round.

Charges in Magic Items

Many Temporary items have a limited number of charges (uses). When the last charge is used, the item is no longer magical. It is not possible to find out how many charges an item has, and such items cannot be recharged.

Magic Item Descriptions:

a. Swords

When a magic sword is used, the player adds the "plus" to both Hit Rolls *and* Damage rolls. Several swords also have a special adjustment which is used *only* when fighting a special type of opponent. Normal weapon restrictions for character classes also apply to magical weapons. *For example,* A cleric cannot use a sword, so a cleric cannot use a magical sword either.

Two of the swords listed can cast cleric spells. Refer to those spells to find the exact effect. Each effect can only be used once each adventure (or day). No meditating is needed to gain the spell casting ability. If you wish, you may add other spell abilities to swords, using either cleric or magic-user spells.

You may select the size of a sword (most are normal swords, but short and two-handed swords may be found) or determine it randomly.

Cursed Swords: Any sword may be cursed! When the dice rolls indicate a sword as treasure, roll 1d20 again. If the result is 1-3, a *cursed sword* should be placed instead. However, it will seem to be a "normal" magic sword (whatever type was first rolled) until used in deadly combat. At that time, the curse is revealed.

2. Roll on Magic Subtable:

a. SWORDS (roll 1d20)

Die Roll	Type of Sword
1-8	Sword +1
9-10	Sword +1, +2 against lycanthropes
11	Sword +1, +2 against spell users
12-13	Sword +1, +3 against undead
14-15	Sword +1, +3 against dragons
16	Sword +1, Light spell 1/day
17-19	Sword +1, Cure Light Wounds 1/day
20	Sword +2

b. OTHER WEAPONS (roll 1d20)

Die Roll	Type of Weapon
1-4	Arrows +1 (10 arrows)
5-6	Axe +1
7-9	Dagger +1
10	Dagger +2
11-13	Mace +1
14-16	Quarrels +1 (10 quarrels)
17	Sling +1
18-20	War Hammer +1

c. ARMOR & SHIELDS (roll 1d20)

Die Roll	Type of Armor or Shield
1-4	Leather armor +1
5-9	Chain mail armor +1
10-11	Plate mail armor +1
12-17	Shield +1
18-19	Shield +2
20	Chain armor & shield (both +1)

d. POTIONS (roll 1d20)

Die Roll	Type of Potion
1-4	Diminution
5-6	ESP
7-9	Gaseous Form
10-12	Growth
13-16	Healing
17	Invisibility
18-19	Levitation
20	Poison

e. SCROLLS (roll 1d20)

Die Roll	Type of Scroll
1-4	Scroll of 1 spell
5-7	Scroll of 2 spells
8	Scroll of 3 spells
9-10	Curse (occurs when read)
11-13	Protection from Lycanthropes
14-16	Protection from Undead
17-18	Treasure Map: location of 1,000-4,000 gp value
19-20	Treasure Map: location of 1 hidden magic item

f. RINGS (1d20)

Die Roll	Type of Ring
1-3	Animal Control
4-8	Fire Resistance
9-10	Invisibility
11-15	Protection +1
16-18	Water Walking
19-20	Weakness

g. WANDS, STAVES, AND RODS (roll 1d20)

Die Roll	Type of Wand, Staff, or Rod
1-6	Wand of Enemy Detection
7-11	Wand of Magic Detection
12-14	Wand of Paralyzation
15-17	Staff of Healing
18	Snake Staff
19-20	Rod of Cancellation

h. MISCELLANEOUS ITEMS (roll 1d20)

Die Roll	Type of Magic Item
1-2	Bag of Devouring
3-5	Bag of Holding
6	Crystal Ball
7-8	Elven Cloak
9-10	Elven Boots
11	Gauntlets of Ogre Power
12-13	Helm of Alignment Changing
14-16	Helm of Telepathy
17-18	Medallion of ESP
19-20	Rope of Climbing

3. Explanation of Magic Items

Identifying Magic Items

The only way to identify exactly what an item does is by testing it (trying on the ring, sipping the potion, etc.). If a retainer does this testing, the retainer will expect to keep the item. A high level NPC magic-user may be asked to identify an item, but will want money or a service in advance and may take several weeks (game time, not real time) to do it.

Types of Magic Items

There are two basic types of magic items: Permanent items, which are not used up (such as swords and armor), and Temporary items, which are used either once (such as potions) or one "charge" at a time (such as wands).

A cursed sword will cause the player to *subtract* one from all Hit Rolls and Damage Rolls when using that weapon, instead of giving a bonus. Once a cursed sword is used in battle, it may not be thrown away. If it is stolen or sold, the character is cursed with the desire to get it back. The character will always use that weapon when in battle. (DM, tell the player that this is what the character wants — and no arguments!) Only a high level NPC magic-user or cleric can help a character be rid of the curse. After the curse is removed, the sword will become a "normal" magic sword, of whatever type was rolled.

b. Other Weapons

As with magic swords, the "plus" number is added to both Hit Rolls *and* Damage Rolls. And as with swords, any item may be *cursed,* though there is less chance with other weapons. Roll 1d20; if the result is 1-2, the item is cursed. The curse is handled in the same manner as a cursed sword.

Normal weapon restrictions apply. Since a magic-user cannot use a sling, a magic-user cannot use a magical sling, either.

c. Armor

Armor comes in many shapes and sizes. The better the armor, the lower your AC number. Magical armor and shields can lower the AC number even further.

MAGICAL ARMOR TABLE

Type of Armor	Normal AC	Magical AC	Encumbrance Adjustment
Leather	7	6	+100 cn
Chain mail	5	4	+250 cn
Plate mail	3	2	+300 cn
Shield	*	*	none

Explanation of Magical Armor Table:

"Normal AC" is the AC of a character wearing normal armor of the type given.

"Magical AC" is the AC of a character wearing magical armor of the type given.

"Encumbrance Adjustment" is the added amount that a character can carry when wearing magical armor of the type given. In other words, magical chain mail weighs 250 cn less than non-magical chain mail armor.

A shield +1 would lower the AC number one more. For example, a fighter in normal chain mail and shield would be AC 4. If a set of magical chain mail and shield were found (both +1), the AC would drop 1 for the armor and 1 more for the shield, for a total of AC 2. If a +2 shield were used, the AC number would drop 1 more, for a total of AC 1.

Cursed Armor: Armor and shields may be cursed! You should roll 1d8 when either is placed as treasure; a result of 1 indicates that the item is cursed. Handle cursed armor in the same manner as cursed swords. Cursed armor makes a character easier to hit by +1.

You may either select the size of the armor found (most is human-sized) or determine it randomly.

d. Potions

Potions are usually found in small glass vials, similar to Holy Water. Each potion has a different smell and taste — even two potions with the same effect! Unless stated otherwise, the effect of a potion lasts 7-12 turns. Only you, the DM, should know the exact duration, and you should keep track of it when the potion is used. The entire potion must be drunk to have this effect. A potion may be sipped to discover its type and then used later. Drinking a potion takes one round. Sipping a potion does not decrease its effect or duration.

If a character drinks a potion while another potion is still in effect, that character *will* become sick and will be unable to do anything (no saving throw) for 3 turns (½ hour) and neither potion will have any further effect. A *potion of healing* has no duration (for this calculation). Each type of potion is described below:

Diminution: Anyone taking this potion will immediately shrink to 6″ in height, and can do no damage when physically attacking a creature larger than 1′. The user can slip through small cracks and has a 90% chance of not being seen when standing still. This potion will negate a *potion of growth.*

ESP: This potion will have the same effect as the magic-user spell **ESP.** The user may "hear" the thoughts (if any) of one creature within 60′ by concentrating for one full turn in one direction. The user may "hear" through 2 feet of rock, but a thin coating of lead will block the **ESP.** Refer to the magic-user spell (PLAYERS' MANUAL, page 41) for more information.

Gaseous Form: Upon drinking this potion, the user's body will take the form of a cloud of gas. Anything the user is carrying or wearing will fall through the gaseous body to land on the floor. The user will keep control over his or her body, and can move through small holes in walls, chests, and so forth. Any creature or character in gaseous form cannot attack, but has an AC of −2 and cannot be harmed by non-magical weapons.

Growth: This potion causes the user to grow to twice normal size, temporarily increasing Strength and giving the ability to inflict *double damage* (twice the amount rolled) on any successful hit. The user's hit points, however, will not increase. This potion will negate a *potion of diminution.*

Healing: Like the clerical **cure light wounds** spell, drinking this potion will restore 2-7 lost hit points or will cure paralysis for one creature.

Invisibility: This potion will have the same effects as the magic-user spell **invisibility.** The potion will make the user invisible. When a character becomes invisible, all the items (but not other creatures) carried and worn by that character also become invisible. Any invisible item will become visible once again when it leaves the character's possession (is set down, dropped, and so forth). See the magic-user spell (page 41) of the PLAYERS' MANUAL) for more information. The DM may allow players to drink small amounts of this potion 6 times, each drink being effective but only for 1 turn.

Levitation: Drinking this potion will have the same effects as the magic-user spell **levitation.** The user may move up or down in the air without any support. This potion does not enable the user to move side-to-side. The user could, however, levitate to a ceiling and move sideways by pushing or pulling. Motion up or down is at a rate of 60′ per round. See the magic-user spell (page 41 of the PLAYERS' MANUAL) for more information.

Poison: Poisons look like normal magic potions. If any amount of this potion is swallowed, even a sip, the user must make a Saving Throw vs. Poison or die! (If you wish, you may decide that the poison will do a set amount of damage if the Saving Throw is failed.)

e. Scrolls

A scroll is a piece of old paper or parchment upon which a high level magic-user, elf or cleric has written a magical formula. To use a scroll, there must be enough light to read by, and the scroll must be read aloud. A scroll can only be used once, for the words will fade from the scroll when they are read aloud. A spell scroll can only be read by a magic-user, elf, or cleric (depending on the type of spell), but a Protection Scroll or a Treasure Map can be read by anyone.

Spell Scroll: These scrolls may have 1, 2, or 3 spells written on them. If more than one spell is written on a scroll, only the spell cast will disappear when read. Spell scrolls may have either magic-user or cleric spells on them. To find the type, roll 1d4:

TYPE OF SPELL ON SCROLL

Die Roll	Type
1	Cleric spell
2-4	Magic-user spell

Magic-user spells are written in a magical language and cannot be read until a **Read Magic** spell (PLAYERS' MANUAL, page 40) is used to read it. Cleric scrolls are written in the Common tongue, but only a cleric will understand how to use the spells.

Magic-users and elves cannot use cleric scrolls, nor can clerics read magic-user scrolls.

You may either choose the spells on a scroll or determine them randomly. If you wish to choose them randomly, roll 1d6 for each spell and use the chart below to find the spell level. Then roll to determine the exact spell, using the spell lists (PLAYERS' MANUAL, page 35, or page 17 of this booklet for 3rd level spells).

LEVEL OF SPELL ON SCROLL

Die Roll	Level
1-3	1st level
4-5	2nd level
6	3rd level

Cursed Scroll: Unfortunately, when any writing on a cursed scroll is even seen, the victim is immediately cursed. No reading is necessary! You, the DM, must make up each curse. Examples of a few common curses are:

1. The reader turns into a frog (or some other harmless animal).
2. A wandering monster of the same level as the reader appears and attacks the reader by surprise (a free attack with bonuses).
3. One magic item owned by the reader disappears (the item is chosen or randomly determined by the DM).
4. The reader loses one level of experience, as if struck by a wight. (You should roll again for a first level character, to avoid unfair "instant death.")
5. The reader's Prime Requisite must be rerolled.
6. Wounds will take twice as long to heal, and healing spells only restore half normal amounts.

Only a **Remove Curse** spell (see the D&D EXPERT SET) can remove a curse of this nature. However, you may allow the cursed character to be cured by a high level NPC cleric or magic-user, who will demand that the character complete a special adventure or perform a worthy but difficult task.

Protection Scroll: A protection scroll may be read and used by any class. When read, it creates a circle of protection 10′ across which will move with the reader at its center. It will prevent any of the given creatures from entering this circle, but does not prevent spell or missile attacks from those creatures. The circle will be broken if anyone protected attacks one of the given creatures in hand-to-hand combat.

Protection from Lycanthropes: When read, this scroll will protect all those within the circle from a variable number of lycanthropes for 6 turns. The number of lycanthropes affected varies according to their type, as follows:

Wererats:	1-10 affected
Werewolves, wereboars:	1-8 affected
Weretigers, werebears:	1-4 affected

Protection from Undead: When read, this scroll will protect all those within the circle from a variable number of undead for 6 turns. The number of undead affected varies according to their type, as follows:

Skeletons, zombies, or ghouls:	2-24 affected
Wights, wraiths, or mummies:	2-12 affected
Spectres (or larger):	1-6 affected

Treasure Map: A treasure map should be made by the DM in advance, and should show the location of some treasure hoard in a dungeon. The DM may choose any combination of treasures to equal the total value given. These treasures should be guarded by monsters. Sometimes maps are only partially complete, or are written in the form of riddles, and can only be read by using a **Read Languages** spell.

f. Rings

A magical ring *must* be worn on a finger or thumb to be used. A ring may also be carried and put on when desired. Only one magic ring can be worn on each hand. If more than that are worn, none of the rings will function, with the exception of a *ring of weakness* (see below). Any ring may be used by any character class.

Animal Control: The wearer of this ring may command 1-6 normal animals (or 1 giant-sized). The animals are not allowed a Saving Throw. The ring will not control intelligent animal races or fantastic or magical monsters. The wearer must be able to see the animals to control them. The control will last as long as the wearer concentrates on the animals and does not move or fight. When the wearer stops concentrating, the animals will be free to attack their controller or run away (roll reactions with a penalty of −1 on the roll). This ring can only be used once per turn.

Fire Resistance: The wearer of this ring will not be harmed by normal fires, and gains a bonus of +2 on all Saving Throws vs. Fire Spells and vs. Red Dragon breath. In addition, the DM must subtract 1 point from each die of fire damage to the wearer (with a minimum damage of 1 point per die rolled to determine the damage).

Invisibility: The wearer is invisible as long as the ring is worn. If the wearer attacks or casts spells, he or she will become visible. The wearer can only become invisible once per turn.

Protection +1: This ring improves the wearer's Armor Class by 1. For example, a magic-user with no armor (AC 9) would be AC 8 when wearing the ring. This item also adds a bonus of +1 to all of the wearer's Saving Throw rolls.

Water Walking: The wearer of this ring may walk on the surface of any body of water, and will not sink.

Weakness: When this ring is put on, the wearer becomes weaker, and his or her Strength score becomes 3 within 1-6 rounds. The wearer cannot take off this ring (unless a **Remove Curse** spell is used, as explained in the D&D EXPERT rules).

g. Wands, Staves, and Rods

A wand is a thin smooth stick about 18 inches long. A rod is similar, but 3 feet long; and a staff is 2 inches thick and about 6 feet long. In D&D BASIC rules, wands may only be used by magic-users and elves, and staves may only be used by clerics. (More of these items, with different charges and usable by different classes, are given in the EXPERT Set.) A wand contains 1-10 charges when found. Each item is described below:

Wand of Enemy Detection: When a charge is used, this item will cause all enemies within 60′ (even those hidden or invisible) to glow, as if on fire.

Wand of Magic Detection: When a charge is used, this item will cause any magic item within 20′ to glow. If the item cannot normally be seen (within a closed chest, for example), the glow will not be seen.

Wand of Paralyzation: This wand projects a cone-shaped ray when a charge is used. The ray is 60′ long and 30′ wide at its end. Any creature struck by the ray must make a Saving Throw vs. Wands or be paralyzed for 6 turns.

Staff of Healing: This item will heal 2-7 points of damage per use. It may only be used once per day on each person, but will heal any number of persons once a day. It does not have nor use any charges.

Snake Staff: This magical staff is a Staff +1, and will inflict 2-7 points of damage per hit.

Upon command, it turns into a snake (AC 5, Hit Dice 3, hit points 20, Movement 60′ per turn, 20′ per round) and coils around the creature struck. The command may be spoken when the victim is hit. The victim is allowed to make a Saving Throw vs. Spells to avoid the serpent's coil. Any man-sized or smaller victim will be held helpless for 1-4 turns (unless the snake is ordered by the owner to release the victim before that time). Larger creatures cannot be "coiled."

When freed, the snake crawls back to its owner and becomes a staff once again. The snake is completely healed when it turns into a staff. If killed in snake form, it will not return to staff form and loses all magical properties. This item does not have nor use any charges.

Rod of Cancellation: This rod is usable by any character. It will only work once, but will drain any magic item it hits, making that item forever non-magical. The target is treated as having an Armor Class of 9. The DM may adjust the Armor Class of an item if it is being used in combat (such as when trying to hit a sword).

h. Miscellaneous Magic Items

Each of these items is special, and is fully described below.

Bag of Devouring: This item looks like a normal small sack, but anything placed within it disappears. Anyone may reach in and find the contents by touch — if the contents are still there! If the contents are not removed witin 7-12 turns, they will be forever lost. The bag will not affect living creatures unless the entire creature is stuffed inside the bag. This is impossible to do except with very small creatures.

Bag of Holding: This item looks like a normal small sack, but anything placed within it disappears. Anyone may reach in and find the contents by touch. The bag will actually hold treasures up to 10,000 cn in weight, but will only weigh 600 cn when full. An item to be placed inside the bag may be no larger than 10′ x 5′ x 3′. A larger item will not fit inside.

Crystal Ball: This item can only be used by an elf or magic-user. Its owner may look into it and see any place or object thought of. It will work 3 times per day, and the image will only last for 1 turn. Spells cannot be cast "through" the crystal ball. The more familiar the object or area to be seen, the clearer the picture will be.

Elven Cloak: The wearer of this cloak is nearly invisible (roll 1d6; seen only on a 1). The wearer becomes visible when attacking or casting a spell, and may not become invisible again for a full turn.

Elven Boots: The wearer of these boots may move with nearly complete silence (roll 1d10; only heard on a 1).

Gauntlets of Ogre Power: These gauntlets will give the wearer a Strength score of 18, gaining all normal bonuses. If a weapon is not used in combat, the wearer may strike with one fist each round, for 1-4 points of damage and gaining a +3 on Hit Rolls (only).

Helm of Alignment Changing: This item looks like a fancy helmet. When the helm is put on, it will immediately change the wearer's alignment (the DM should determine the new alignment randomly). This device may only be taken off by using a **Remove Curse** spell, and the wearer will resist the removal. Once removed, the wearer's original alignment will return. The DM may allow the character to remove it by performing a special task or adventure.

Helm of Telepathy: This item looks like a fancy helmet. The wearer of this helm may send messages, by mere thought, to any creature within 90′. The creature receiving the thought messages will understand them. (The creature may refuse to respond.) The wearer may also read the thoughts of a living creature within range. To make the helm work, the wearer must concentrate on the creature, and may not move or cast spells. If the creature fails a Saving Throw vs. spells (or permits the thought reading), the wearer will understand the creature's thoughts.

Medallion of ESP: This magical medallion is strung on a chain to be worn around the neck. If the wearer concentrates for 1 round, he or she may read the thoughts of any one creature within 30′. The wearer may move normally but cannot fight nor cast spells while concentrating. The DM must roll 1d6 each time this item is used; it will not work properly on a roll of 1. If this occurs, it will broadcast the thoughts of the user to everyone within 30′! The DM may allow a Saving Throw vs. Spells to prevent the medallion from reading a creature's thoughts.

Rope of Climbing: This 50′ long, thin, strong rope will climb in any direction upon the command of the owner. It may fasten itself to any protruding surface, and will support up to 10,000 cn of weight.

Creating dungeons

A "dungeon" is any place where monsters and treasures may be found. A dungeon is usually a group of rooms, connected by corridors. It could be a castle (new or ruined), some caves, or anything else you can imagine.

The "level" of a dungeon is a number that identifies part of the dungeon, and usually indicates the amount of danger present in that area of the dungeon. Level One, or the "first level," is usually the easiest part of the dungeon — the place where the smallest monsters and treasures can be found. Level 2 is usually more dangerous than level 1, and as the numbers increase, so does the danger. A dungeon may have any number of levels.

Types of Dungeons

The levels of a dungeon are usually built vertically - one above the other. In most dungeons, the deeper you go, the more dangerous the adventure becomes. The entrance to the dungeon is usually on Level One, and stairs, pits, or chutes (sometimes even elevators) lead to the lower levels.

Some dungeons may be built in the opposite way, with the more difficult levels above the first, rather than below. A tower is one example of this type.

Some dungeons may be built horizontally, with no areas above or below the first. A "lower level" would be a section of the dungeon further from the entrance, but no deeper or higher than the First Level. A group of caves is an example of this type.

There may be more than one entrance to a dungeon. All the entrances need not lead to the First Level. Some may lead directly to other levels, bypassing the first.

When you design a dungeon, you may use any method. It is recommended that you make simple vertical dungeons first, with more dangerous levels below the first level. You may find other types in published modules, and you may construct more elaborate types after some practice.

Good and Bad Dungeons

You could "design" a dungeon simply by drawing a group of circles and squares (for rooms), connecting them by lines (for corridors), and making a list of monsters and treasures to be found. But this random "design" is not a good dungeon. A good dungeon is reasonable. Its design is carefully thought out, and the monsters and treasures are placed for a reason.

A good dungeon is more than just a place to meet monsters; it provides entertainment, puzzles and clues, and fits together in a meaningful way. In a good dungeon, the players gain a sense of achievement — of successfully meeting a challenge of some kind.

Even a random dungeon could be a good dungeon, if the monsters within it were selected and placed carefully. Randomly drawn caves would give a disorganized design of rooms and corridors, but could be a good dungeon if occupied only by cave dwellers, such as animals (normal and giant) and human-like monster tribes (such as goblins).

The Solo Adventure in the PLAYERS' MANUAL was not a "good" dungeon — at least, not for most adventures! Instead, that dungeon was designed as an exercise for *practicing your combat procedures*, and to show you several basic parts of the game. It could be changed into a good dungeon for group games by removing the Rust Monster and adding more rooms to complete an overall plan — possibly the lair of a goblin tribe, with a few scavengers (such as the rats) and guards (the skeletons) in the outer areas.

Step By Step

The following steps can be used as a guide in making a good dungeon. Read them for ideas, and follow the steps if you wish. Every step is important.

1. Choose a Scenario
2. Decide on a Setting
3. Select Special Monsters
4. Draw the Map
5. Stock the Dungeon
6. Fill In the Final Details

1. Choose A Scenario

A "scenario" is an idea or theme which ties the dungeon together. The entire dungeon should fit the scenario. A good scenario gives the players a reason for adventuring, and keeps the adventure consistent and logical. The monsters and treasures are placed later, based on the scenario used. In short — the scenario affects *everything* in the dungeon.

A scenario can be anything you can imagine! Some examples are given and explained below.

Exploring the Unknown
The party is hired to map unknown territory. The area might once have been familiar but is now overrun or destroyed. A *strange tower might mysteriously appear* overnight in a familiar area. Examples: TSR's Dungeon Modules B-1 and B-3.

Investigating an Enemy Outpost
The enemies (possibly Chaotic monsters) are invading the Realm of Man. The characters must enter an enemy outpost, find the strengths and plans of the invaders, and destroy them if possible. Example: TSR's Dungeon Module B-2.

Recovering Ruins
The party is scouting an old village before permanent settlers move in. The ruins may have been overrun by a certain type of monster, who must be driven off or slain. The ruins could even be underneath — or part of — a thriving town.

Destroying an Ancient Evil
The "evil" is a monster or NPC, but the exact type is not known. It may have been deeply buried and reawakened by recent digging, exploring, and so forth.

Visiting a Lost Shrine
To remove a curse or recover a special item, the party must travel to a shrine which has been lost for ages. They have only a rough idea of its location, and may have to consult an oracle or seer during the trip.

Fulfilling a Quest
A King (or other powerful NPC) assigns an epic task to a character or party. It may involve the recovery of a valuable or powerful object.

Escaping From Enemies
The characters have been captured! They must escape from their cells deep within a dungeon. (Be sure to make escape, and the recovery of some equipment, possible — though not easy.)

Rescuing Prisoners
Valuable or important persons are being held prisoner by an evil group (bandits, orcs, a magic-user with allies, etc.). The party may be hired, or may simply be seeking an announced reward. The party may be the guards for a person negotiating the ransom demands.

Using a Magic Portal
A "magic portal" is a device which magically sends creatures from one place to another. It may be a "door" into another dimension or world, and could become the point of an invasion from the far place! It could simply be a way to force the party into a secret part of a dungeon. The party might be on a mission to destroy the portal, or might be hired to reopen or find a closed or lost portal. The portal may be known or secret, and may operate both ways — or one-way only!

Finding a Lost Race
The characters find a long-lost race that was once human, but has lived underground so long that many changes have occurred (change of color, animal habits,

infravision, etc.). The details of the Lost Race must be invented carefully.

2. Decide on a Setting

You do not yet have to make a full map of the dungeon, but you should decide how the area will *generally* look. After choosing a general type (some are given below), make notes on any specific ideas you have for special rooms or areas.

Castle or Tower
Caves or Cavern
Abandoned mine
Crypt or Tomb
Ancient Temple
Stronghold or Town

3. Select Special Monsters

You should select (and *not* roll at random) some special monsters, based on the scenario. You may create new monsters if desired. *For example,* if the scenario is "Recovering Ruins" in a "Ruined Town" setting, you might place a few hobgoblin lairs (15-20 creatures in each), plus their pets and friends, as Special Monsters. The rest of the ruins could be filled randomly. The entire "dungeon" could be used for several adventures.

4. Draw the Map

Using graph paper and pencil, draw a map of the dungeon. First, select a scale. The scale of a map is the number of feet (length and area) represented by one square on the paper. A common scale is "1 square = 10′ x 10′ area." For outdoor areas, like the ruins mentioned above, a 20′ x 20′ map square is common. Some detailed indoor areas use 5′ x 5′ squares, but any scale may be used.

Second, draw the overall shape of the dungeon, based on the setting. For caves, no exact shape is needed; you could simply draw a line for the outer edge, break it with a few entrances, and fill the rest of the map paper with rooms and corridors. For a tower, however, you must decide on a size and shape before continuing.

Some sections of the map may be left blank, to be filled in later.

The standard symbols used in mapping to represent doors, stairs, traps, and other features are given on the inside front cover. You can get several ideas for dungeon design just from looking at them!

5. Stock the Dungeon

The process of placing the monsters, traps, and treasures into the dungeon is called "stocking" the dungeon. First, place the Special Monsters in their areas, along with their treasures. Then you may either select other creatures or roll for them at random, using either the Wandering Monster Tables (inside back cover) or a list of your own.

To randomly determine the contents of rooms, you may use the system explained on the following pages.

6. Fill In the Final Details

After the rooms have been stocked, you can add details about normal items, sounds, smells, and so forth. Try to add enough detail to make the adventure interesting, but not too much that the players become bored. You will develop a "feel," in time, for the right amount of detail.

To finish, you should make a Wandering Monster list to fit the dungeon. Only a few monsters will be needed — from 4 to 10 — but they should be selected to fit the scenario, the setting, and the map. *For example,* in ruins, the Wandering Monsters could all be scavenger types (carrion crawler, rats, gelatinous cube), giant beetle, and Special Monsters (1-4 hobgoblin guards, for example).

Random Stocking

After placing Special Monsters in a dungeon, you may fill the rest of a dungeon with creatures either at random or by choosing. Many rooms should be left empty. If there are creatures everywhere, the dungeon will be too dangerous. As a way of checking, imagine what would happen in the dungeon when the adventurers aren't around. If the monsters would encounter each other often, they should not be enemies; otherwise, the dungeon could be ruined! It would be nearly empty before the adventurers arrive, with all the dungeon treasure in the lair of the last survivors.

To randomly stock a dungeon room, roll 1d6 twice and consult the Room Contents Table. The first roll is to find the contents (monster, trap, special, or empty), and the second roll shows whether treasure is present.

ROOM CONTENTS TABLE

First Roll		Second Roll 1	2	3	4	5	6
1-2	Empty	T	—	—	—	—	—
3	Trap	T	T	—	—	—	—
4-5	Monster	T	T	T	—	—	—
6	Special	(usually no treasure)					

Use the first roll to find the contents, and then read across to the column under the result of the second roll. If the result is "T," place treasure in the room. Treasure is rarely found with a "Special." The amount of treasure can be determined by using the random Treasures Table:

RANDOM TREASURES TABLE

Dungeon level	Silver Pieces	Gold Pieces	Gems	Jewelry	Magic Items
1	1d6 x 100	50% 1d6 x 10	5% 1d6	2% 1d6	2% Any 1
2-3	1d12 x 100	50% 1d6 x 10	10% 1d6	5% 1d6	8% Any 1

Silver pieces are always part of randomly placed treasure, and other items might be found. The DM rolls Percentage dice, and if the result is equal to or less than the number given, that type of treasure is also present. Treasure should rarely be sitting out on the floor. You should decide where the treasure is kept (a locked chest) or hidden (in a hollow table leg, etc.).

Room Contents

The Random Stocking chart may call for the placement of a Trap or Special. These are explained below.

Trap

A trap is anything that could cause damage, delay or a magical effect to occur. The trap may be found, and possibly removed, by a thief character. Traps may be placed on doors, walls, ceilings, room furnishings (table, chest, etc.) or directly on a treasure. You may combine traps, or place several in one area, but try *not* to make the encounter too dangerous for the characters. Deadly traps are not recommended until the 2nd level of a dungeon (or deeper) is reached. Some typical traps:

Blade: A blade sweeps out, down, or up, hitting someone (possibly allowing a Saving Throw) for damage.

Creature: A monster (snake, beetle, spider, etc.) jumps up and gets 1 free attack by surprise.

Darts: Some tiny darts, shot by a spring mechanism, shoot out and hit someone (either automatic hits or by making Hit Rolls), for damage or some other effect (paralysis, poison, curse, etc.).

Explosion: Something blows up, causing damage to everyone in the area — any set amount or dice range, but a Saving Throw vs. Spells should allow damage to be reduced to half unless the explosion is an illusion.

Falling Items: A block (or rubble) falls when something is touched (or at random), striking someone and allowing a Saving Throw vs. Wands (for trying to jump out of the way) for damage (either a given number or a dice range).

Fog: Looks like poison gas, but a failed Saving Throw results in (pick one): nothing, giggles, fear, a terrible smell for 1-6 turns (which may attract monsters or increase Wandering Monster chances), anger (victims attack each other for 1-4 rounds; a Saving Throw may be applied), or paralysis.

Illusion: Something strange happens (but not really; see Phantasmal Force, a magic-user's spell), and the characters may be scared away (or the illusion may have some other effect, such as giving a false clue, luring characters toward another trap, etc.).

Light: A bright light flashes, and all seeing it are blinded for a time (a Saving Throw vs. Spells should apply, possibly with a bonus or penalty to the roll).

Pit: A section of floor gives way, and (one, some, or all) characters fall in, taking (1d4, 1d6, 1d8, 1d10) damage. The pit may have something at the bottom (spikes for more damage, deep water, or a monster).

It may be a chute, leading down (a one-way ride) to the next dungeon level.

Poison Gas: Victims make Saving Throws vs. Poison or take damage (1d4, 1d6, or whatever is dangerous but not deadly to most characters). Optionally, a Saving Throw vs. Poison with bonuses (+1, +2, +4) to the roll may be made, with failure meaning death. Gas is usually in a container, released when opened.

Poison Needle: This is a small needle, hidden somewhere and nearly undetectable until accidentally touched, when it will spring out and poke a character who tries to open something.

Special

A "special" is anything you place which is not normal, but is not a trap, monster, or treasure. Some typical specials are:

Alarm: Summons special monster, opens dungeon doors, or has no effect at all.

Illusion: A dungeon feature (stairs, room, door, monster, treasure, etc.) is not really there, but is merely a phantasm.

Map Change: A shifting wall moves after the party passes, cutting off their exit. They must find another way out of the dungeon. The wall shifts back after a time (1 turn, 1 hour, 1 day).

Movement: The room (or stairs, or door, or item) moves (turns, drops, closes, rises, etc.) unexpectedly. It might be stopped if a roll for surprise (often with −1, −2, or −3 penalty) shows that the party reacts quickly enough to prevent it.

Pool: Magical water has a strange effect if touched (or drunk, or sprinkled on someone or something), such as healing, inflicting damage, changing an Ability Score, changing Alignment, making something magical for a time, invisible for a time, etc.

Sounds: The room (or item, or treasure) makes strange noises: moaning, screaming, talking, etc.

Statue: A large statue of a person, monster, or gadget (nearly anything you can imagine) is found. It may be valuable, magical, too heavy to move, alive, lonesome and willing to talk (maybe a liar), covering a trap door down, a treasure, etc.

Transportation: This could be a trap door leading up or down, secret stairs, elevator, magical portal to elsewhere (another room, another level, another dungeon), etc.

Trick Monster: This applies to any variation of a listed monster, such as: a skeleton who shoots its fingertips like a Magic Missile, a two-headed giant ogre, a "goop" dragon that spits green slime or grey ooze, a wild bore (a shaggy man who tells long, dreary stories), a quarterling (half-sized halfling), a Mouth Harpy (who can't sing but plays the harmonica), an Ogre Jelly (looks like an ogre, but . . .) Rock and Roll Baboon, and so forth.

Weird Things: You may let your imagination run, placing such things as: weapons which fly — attacking by themselves, talking skulls, a magic item or treasure firmly stuck to the floor (or wall, or ceiling), a magical area (zero gravity, reversed gravity, growth to double size, shrink to 1" tall; effect lasts until leaving the area), a huge creature recently slain (too big to fit through the corridors — "But how did it *get* here?"), and so forth.

Wandering Monsters

In a dungeon, monsters are often encountered in rooms. The rooms may be their lairs, or the creatures may simply be "passing through," having lairs elsewhere.

These encounters are with "Placed" monsters — creatures mentioned, in the dungeon description, as being in one specific place. However, monsters may also wander around, and be encountered du ing their travels. The DM does not plac these creatures in any one spot. Instead they are listed in a special Wanderin Monster Table, included with the dungeo description. This chart is part of the desig of most dungeons.

One Wandering Monster Table may b used for an entire dungeon, or separat lists may be made for each level of th dungeon. Some sample charts for dun geon levels 1-3 are given below.

During the adventure, the DM keep track of the passage of time. To find out i Wandering Monsters appear, the DM *rol 1d6 after every two turns.* If the result is a 1 one or more Wandering Monsters are ap proaching the party.

The creatures may be approaching fron any direction. A direction may simply b chosen by the DM, depending on the loca tion of the characters, or may be selecte randomly. The creature will arrive shortl (1-4 minutes) after the roll indicates Wan dering Monsters. They might arrive whil another encounter is in progress!

Some actions or items may increase th chances of Wandering Monsters. Lou noises, battles, cursed items, or explorin special areas may result in a roll to chec for Wandering Monsters every turn, an possibly with higher chances (1-2, 1-3, o 1-4 on 1d6).

Generally, the number of Wanderin Monsters appearing should be less tha the normal Number Appearing given i the monster description. As a guideline use the adjusted No. Appearing as if en countered on an easier level of the dun geon. *For example,* 2-8 Goblins (first leve monsters) are normally encountered o Dungeon Level 1. If encountered as Wan dering Monsters on the same level, only 1- or 1-4 goblins might be met.

To use the Wandering Monster Table given, find the table for the dungeon leve being explored. Then roll 1d20, and fin the result on the chart used. The nam and number of the Wandering Monster encountered is given next to the result The "Number Appearing" has been ad justed both for level differences and fo Wandering (vs. placed). Find the full de scription of the monster, on the page num ber of this book given, for more informa tion.

Wandering Monster Tables

DUNGEON LEVEL 1

Die Roll	Monster Appearing	Number	Page Number
1	Bandit	1-6	25
2	Beetle, Fire	1-6	26
3	Cave Locust	1-6	33
4	Centipede, Giant	1-6	28
5	Ghoul	1-2	30
6	Goblin	1-6	31
7-10	Human	1-3	31
11	Kobold	2-12	32
12	Lizard, Gecko	1-2	32
13	NPC Party	1 party	35
14	Orc	1-6	35
15	Skeleton	1-10	37
16	Snake, Racer	1-2	37
17	Spider, Crab	1-2	38
18	Stirge	1-8	38
19	Troglodyte	1-3	38
20	Zombie	1-3	39

DUNGEON LEVEL 2

Die Roll	Monster Appearing	Number	Page Number
1	Beetle, Oil	1-6	26
2	Carrion Crawler	1	27
3	Ghoul	1-4	30
4	Gnoll	1-4	30
5	Goblin	2-8	31
6	Gray Ooze	1	31
7	Hobgoblin	1-6	31
8-10	Human	1-3	31
11	Lizard, Draco	1	32
12	Lizard Man	1-6	33
13	Neanderthal	2-8	34
14	NPC Party	1 party	35
15	Orc	1-10	35
16	Skeleton	2-12	37
17	Snake, Pit Viper	1-6	37
18	Spider, Black Widow	1	38
19	Troglodyte	1-6	38
20	Zombie	1-6	39

DUNGEON LEVEL 3

Die Roll	Monster Appearing	Number	Page Number
1	Ape, White	1-4	25
2	Beetle, Tiger	1-4	26
3	Bugbear	1-6	27
4	Carrion Crawler	1-3	27
5	Doppleganger	1-2	28
6	Gargoyle	1-3	30
7	Gelatinous Cube	1	30
8	Harpy	1-3	31
9-10	Human	1-3	31
11	Living Statue, Crystal	1-4	32
12	Lycanthrope, Wererat	1-6	33
13	Medusa	1	34
14	NPC party	1 party	35
15	Ochre Jelly	1	35
16	Ogre	1-3	35
17	Shadow	1-4	36
18	Spider, Tarantella	1	38
19	Thoul	1-4	38
20	Wight	1-3	39

Dungeon Master Reference Charts

SAVING THROWS

Character Class	Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
Cleric	1-4	11	12	14	16	15
Dwarf	1-3	8	9	10	13	12
Elf	1-3	12	13	13	15	15
Fighter	1-3	12	13	14	15	16
	4-6	10	11	12	13	14
	7-9	8	9	10	11	12
	10-12	6	7	8	9	10
Halfling	1-3	8	9	10	13	12
Magic-user	1-5	13	14	13	16	15
Normal Man	—	14	15	16	17	18
Thief	1-4	13	14	13	16	15

MONSTERS' HIT CHART

Monster's Hit Dice	Defender's Armor Class 9	8	7	6	5	4	3	2
up to 1	10	11	12	13	14	15	16	17
1+ to 2	9	10	11	12	13	14	15	16
2+ to 3	8	9	10	11	12	13	14	15
3+ to 4	7	8	9	10	11	12	13	14
4+ to 5	6	7	8	9	10	11	12	13
5+ to 6	5	6	7	8	9	10	11	12
6+ to 7	4	5	6	7	8	9	10	11
7+ to 8	3	4	5	6	7	8	9	10
8+ to 9	2	3	4	5	6	7	8	9
9+ to 11	2	2	3	4	5	6	7	8
11+ to 13	2	2	2	3	4	5	6	7
13+ to 15	2	2	2	2	3	4	5	6
15+ to 17	2	2	2	2	2	3	4	5
17+ and up	2	2	2	2	2	2	3	4

Monster's Hit Dice	Defender's Armor Class 1	0	−1	−2	−3	−4	−5	−6
up to 1	18	19	20	20	20	20	20	20
1+ to 2	17	18	19	20	20	20	20	20
2+ to 3	16	17	18	19	20	20	20	20
3+ to 4	15	16	17	18	19	20	20	20
4+ to 5	14	15	16	17	18	19	20	20
5+ to 6	13	14	15	16	17	18	19	20
6+ to 7	12	13	14	15	16	17	18	19
7+ to 8	11	12	13	14	15	16	17	18
8+ to 9	10	11	12	13	14	15	16	17
9+ to 11	9	10	11	12	13	14	15	16
11+ to 13	8	9	10	11	12	13	14	15
13+ to 15	7	8	9	10	11	12	13	14
15+ to 17	6	7	8	9	10	11	12	13
17+ and up	5	6	7	8	9	10	11	12

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